
SKINNY HIGH WAIST DENIM CUT
COTTON NATIVE AMERICAN HAIR WRAPS
BLUE WRAP : COTTON
YELLOW WRAP : LEATHER
WOODEN BRACELET
Prunier
COTTON SHIRT
SUEDE BOOTS
LOGO
NATIVE AMERICAN GLASS BEADED BRACELET
VELCRO
SCRATCH
NATIVE AMERICAN GLASS BEADED EARRINGS
PLEASE USE A NORMAL MAP FOR THE BEADS
METALLIC HOOK
SIDE VIEW
FRONT VIEW
ZAG HEROEZ
Miraculous World
19/12/19
LB3_327_CH019_JESS

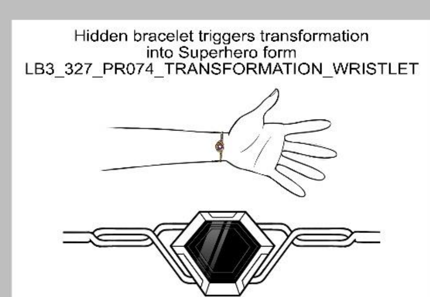
EARRINGS REFERENCE FOR MODELING

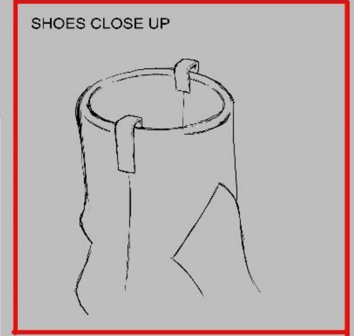
METALLIC HOOK

BRAID CLOSE UP

LB3_327_PR046_JESS_GUITAR

use same color as lips for nails





Prunier

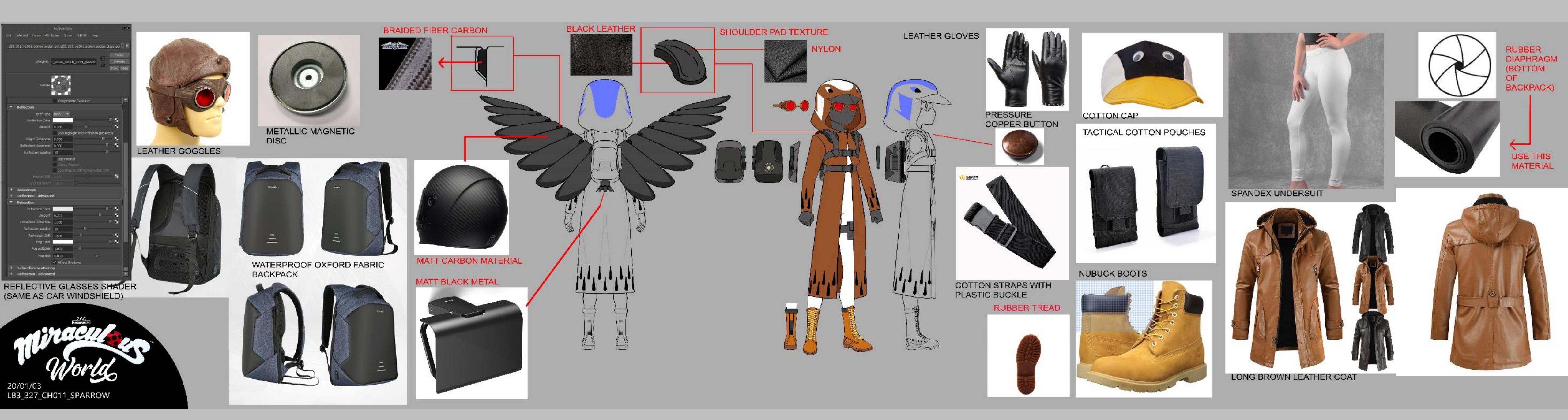


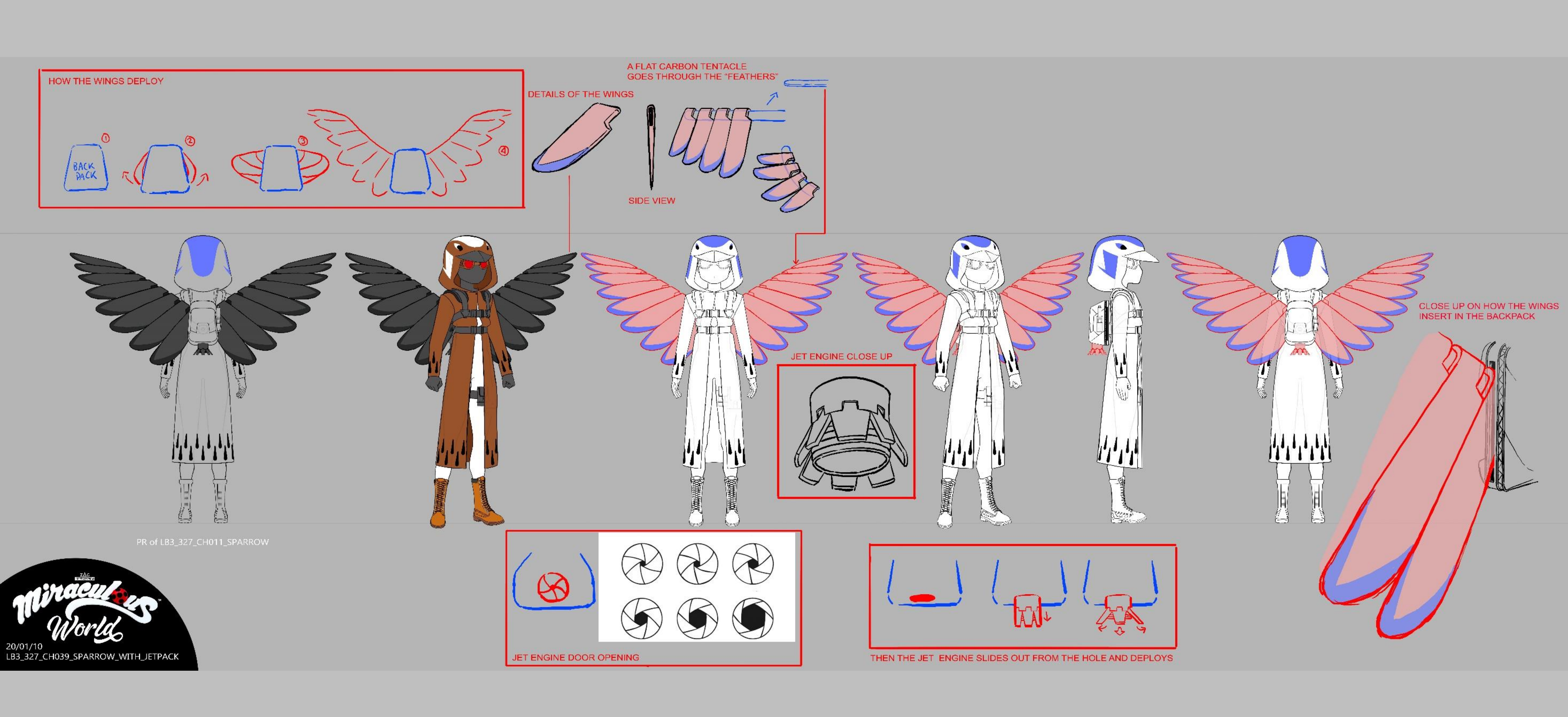


VELCRO
SCRATCH



BRACELET DETAILS


BRAIDED FIBER CARBON
BLACK LEATHER
SHOULDER PAD TEXTURE
NYLON
LEATHER GLOVES
LEATHER GOGGLES
METALLIC MAGNETIC DISC
PRESSURE COPPER BUTTON
COTTON CAP
RUBBER DIAPHRAGM (BOTTOM OF BACKPACK)
USE THIS MATERIAL
TACTICAL COTTON POUCHES
SPANDEX UNDERSUIT
WATERPROOF OXFORD FABRIC BACKPACK
MATT CARBON MATERIAL
MATT BLACK METAL
REFLECTIVE GLASSES SHADER (SAME AS CAR WINDSHIELD)
COTTON STRAPS WITH PLASTIC BUCKLE
NUBUCK BOOTS
RUBBER TREAD
LONG BROWN LEATHER COAT
Miraculous World
20/01/03
LB3_327_CH011_SPARROW



HOW THE WINGS DEPLOY
BACK PACK
DETAILS OF THE WINGS
A FLAT CARBON TENTACLE
GOES THROUGH THE "FEATHERS"
SIDE VIEW
JET ENGINE CLOSE UP
CLOSE UP ON HOW THE WINGS
INSERT IN THE BACKPACK
PR of LB3_327_CH011_SPARROW
JET ENGINE DOOR OPENING
THEN THE JET ENGINE SLIDES OUT FROM THE HOLE AND DEPLOYS
Miraculous World
20/01/10
LB3_327_CH039_SPARROW_WITH_JETPACK

shading reference forthe head
neck and feet.



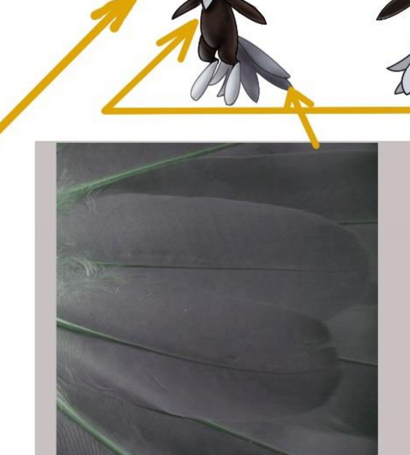
shading and couler
reference for eyes

shading reference for the body





shading and couler reference
for the bec



shading reference for feathers

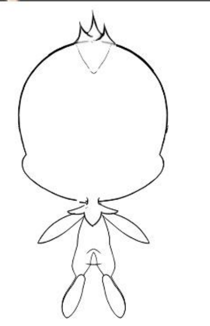








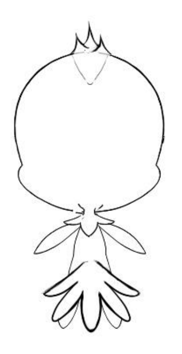


without tail















COTTON SHIRT, SILKEN CORSET AND NYLON JACKET

LEATHER PADS



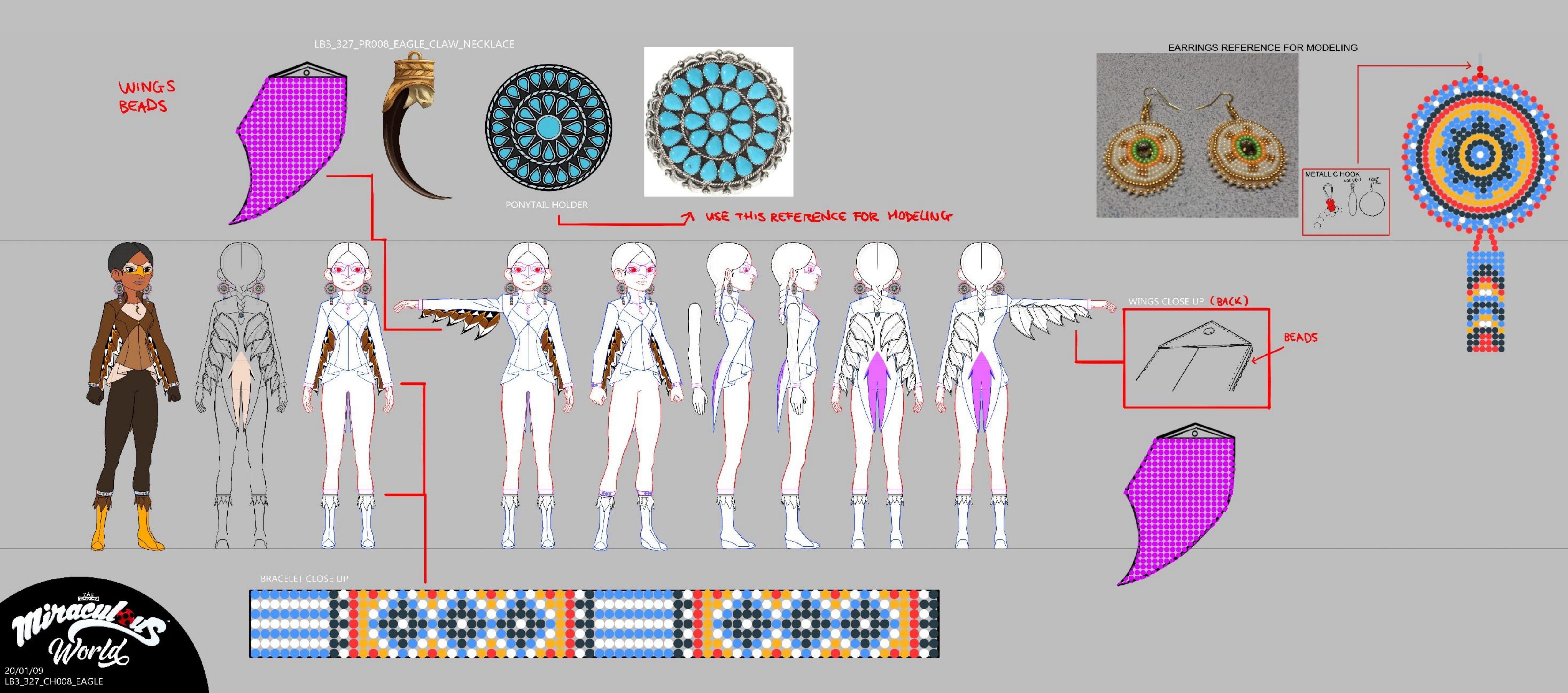
GOLDEN BOOTS AND ZIPPER





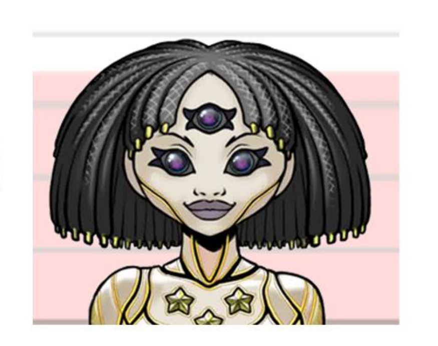


20/01/07
LB3_327_CH008_EAGLE


WINGS
BEADS
LB3_327_PR008_EAGLE_CLAW_NECKLACE
PONYTAIL HOLDER
USE THIS REFERENCE FOR MODELING
EARRINGS REFERENCE FOR MODELING
METALLIC HOOK
WINGS CLOSE UP (BACK)
BEADS
BRACELET CLOSE UP
Miraculous World
20/01/09
LB3_327_CH008_EAGLE









03/09/2020
LB3_327_CH018_AEON_THIRD_EYE

T-shirt

skirt

bracelets

dreadlocks reference



Legging



Baskets



t-shirt gradient

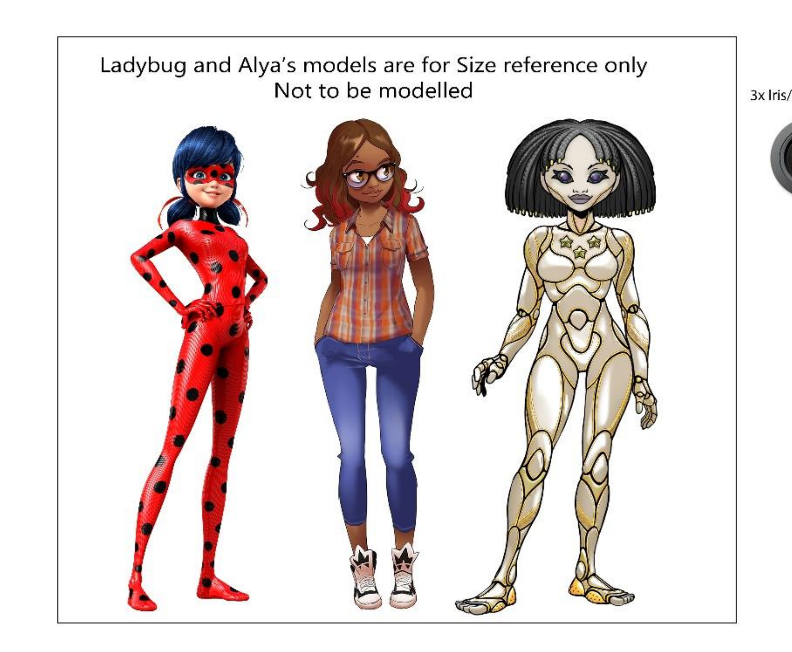


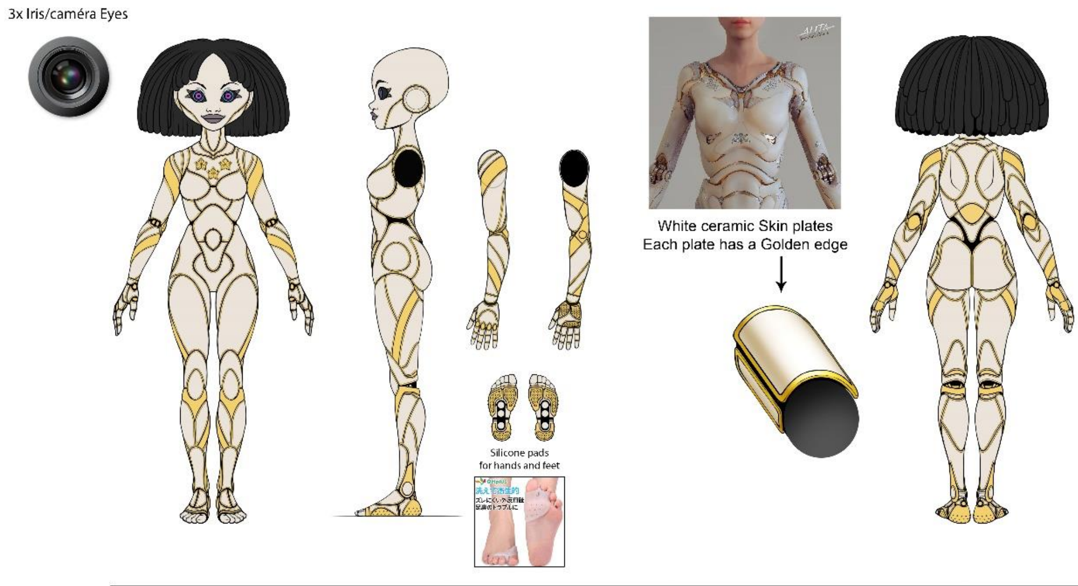
ZAG HEROEZ

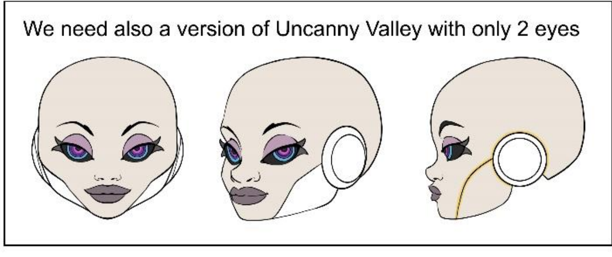
Miraculous™ World

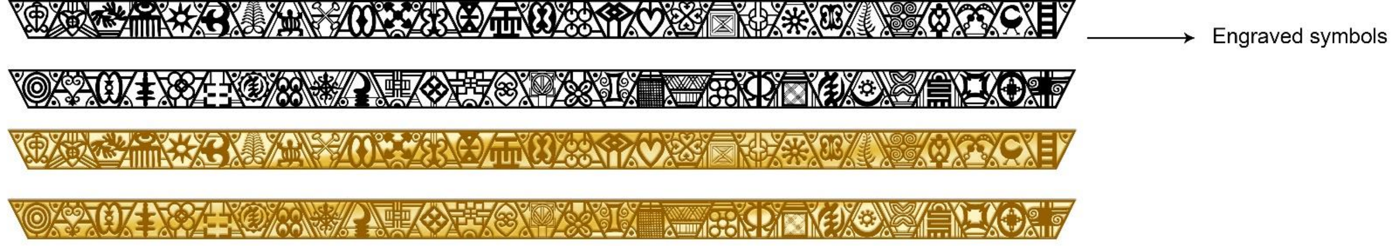
24/01/2020

LB3_327_CH018_AEON







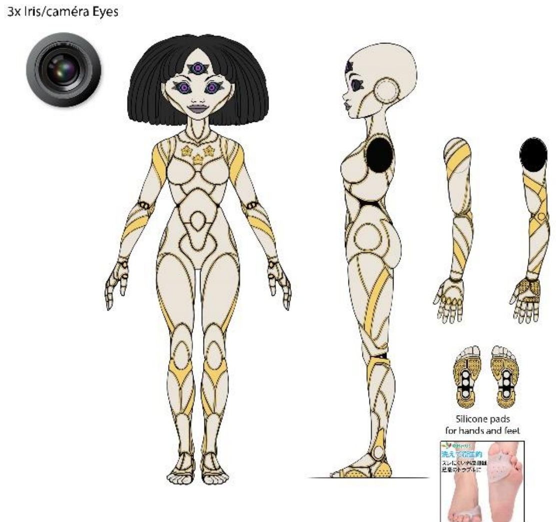




20/04/06
LB3_327_CH038_UNCANNY_VALLEY_TWO_EYED



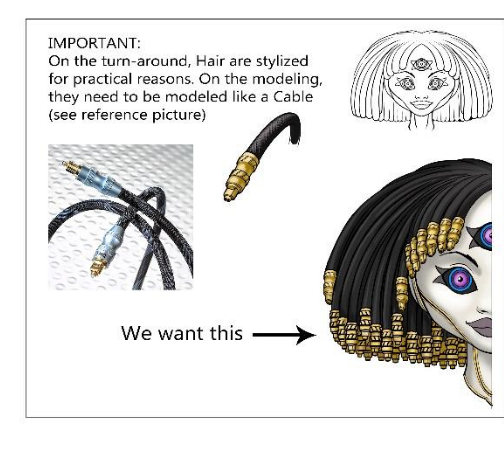
Ladybug and Alya's models are for Size reference only
Not to be modelled



3x Iris/caméra Eyes
Silicone pads
for hands and feet



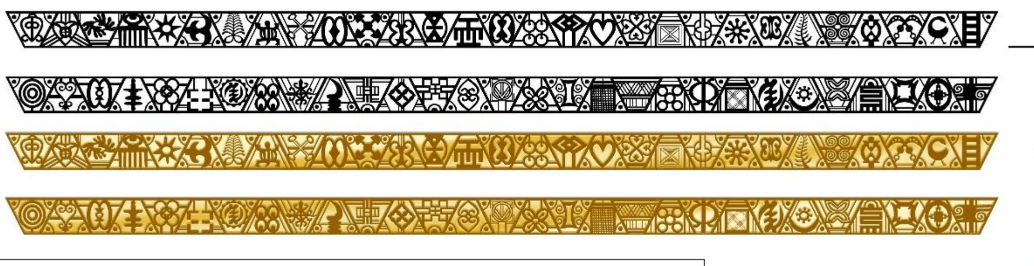
White ceramic Skin plates
Each plate has a Golden edge



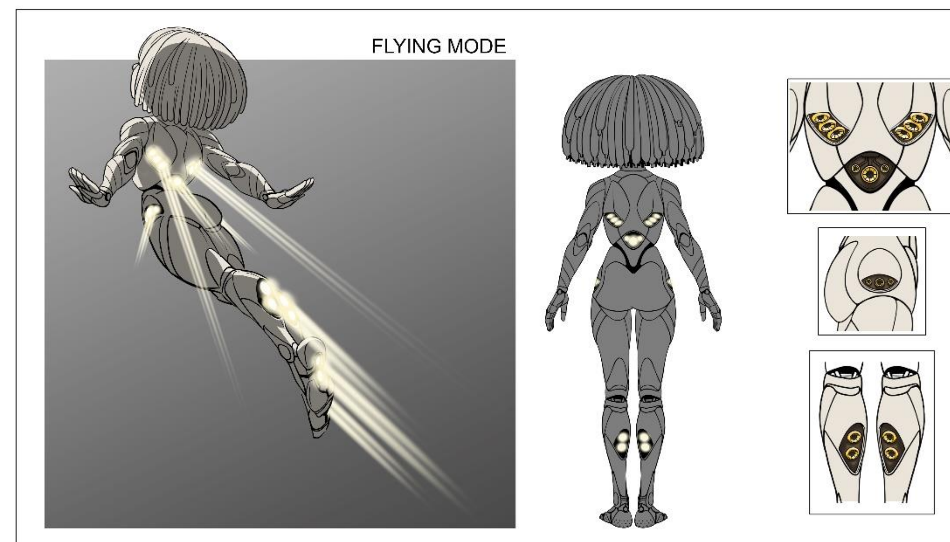
IMPORTANT:
On the turn-around, Hair are stylized
for practical reasons. On the modeling,
they need to be modeled like a Cable
(see reference picture)
We want this



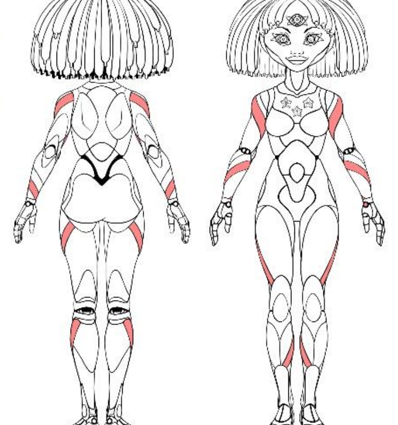
We need 3 eyes Eyelids



Engraved symbols

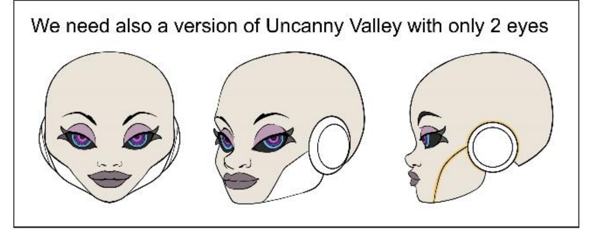


FLYING MODE



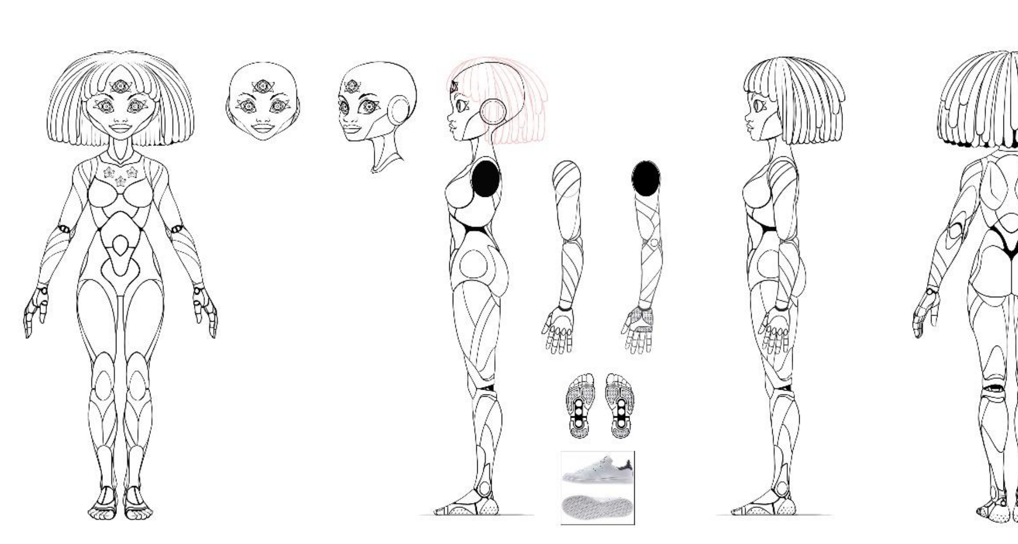


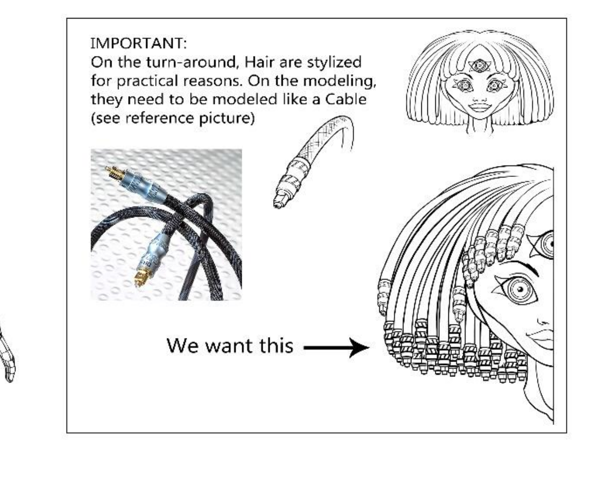
Miraculous
World
2019/11/26
LB3_327_CH012_UNCANNY_VALLEY



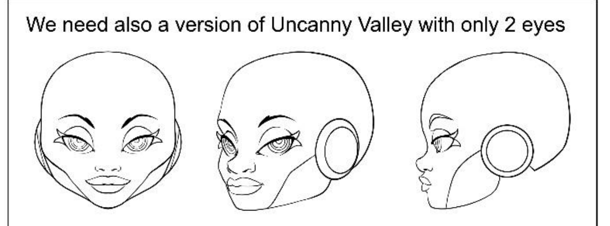
We need also a version of Uncanny Valley with only 2 eyes



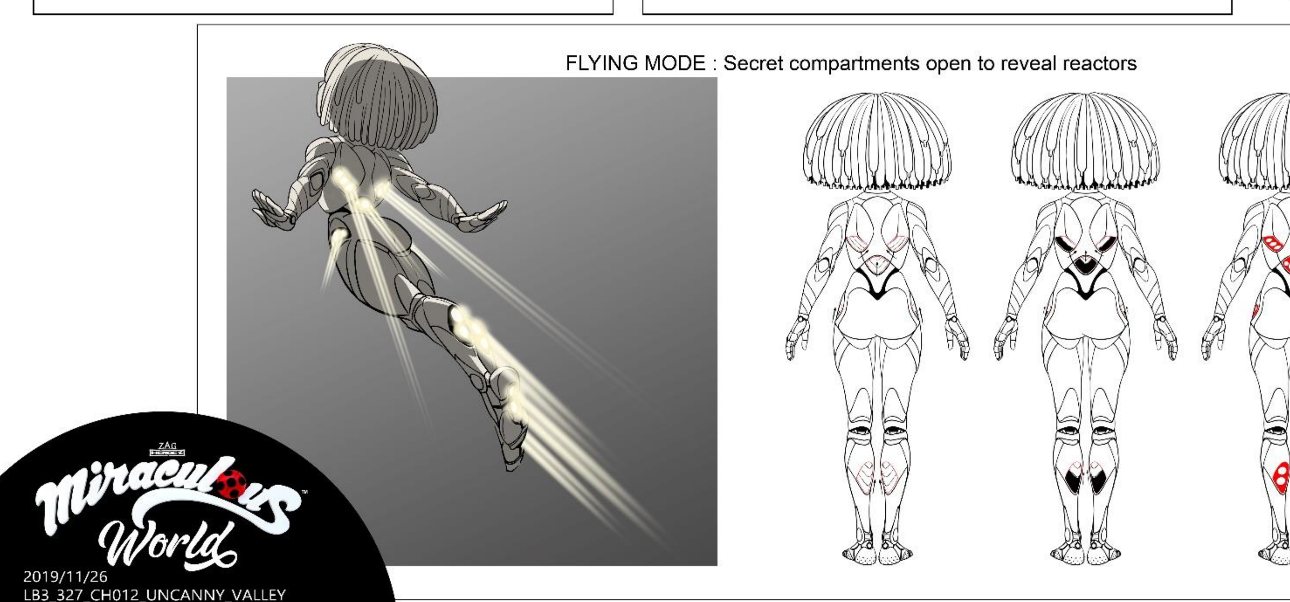


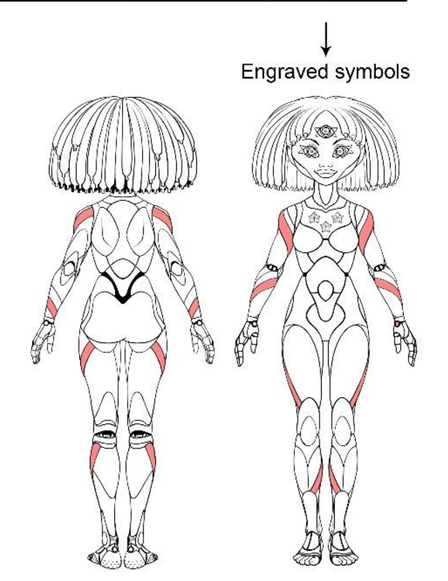








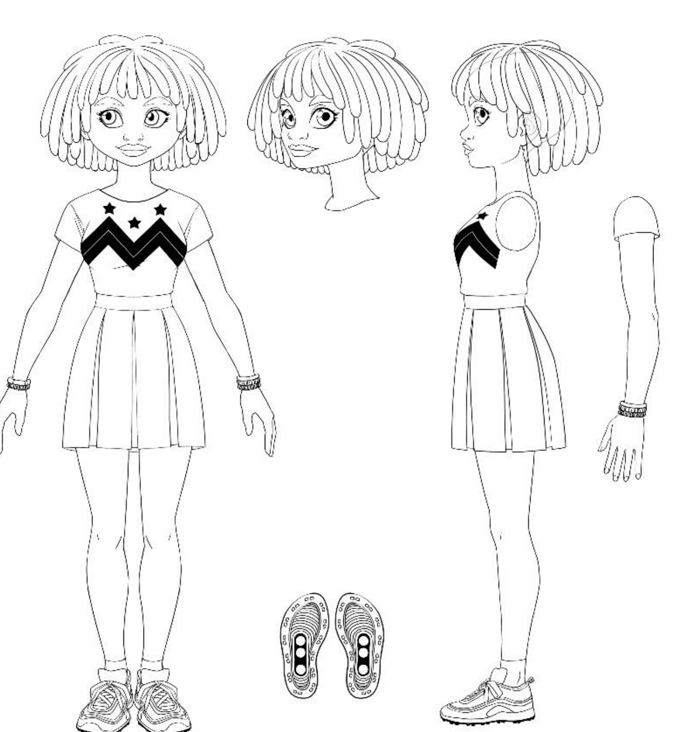
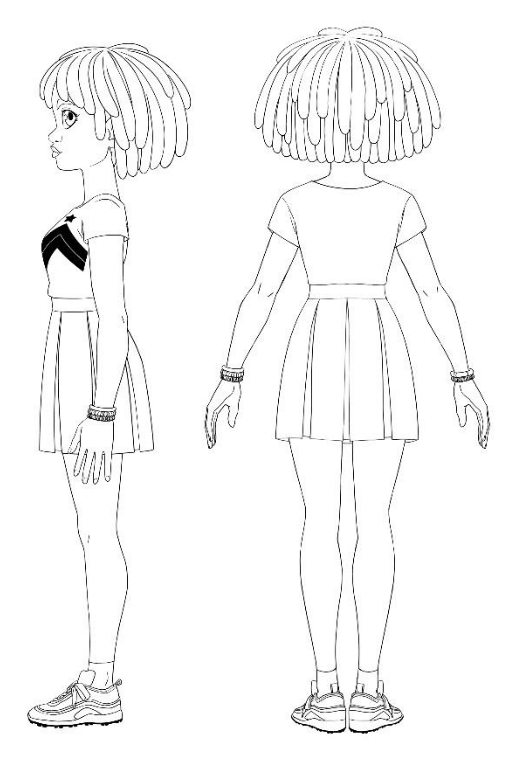




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2019/11/26
LB3_327_CH012_UNCANNY_VALLEY



1
2



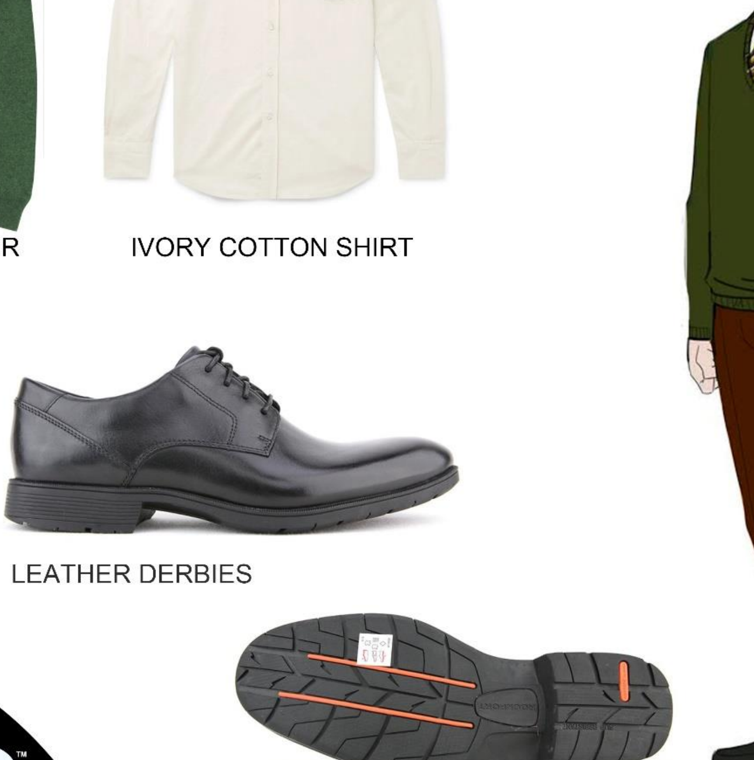
ZAG HEROEZ
Miraculous
World
24/01/2020
LB3_327_CH018_AEON



GREEN CASHMERE SWEATER



IVORY COTTON SHIRT



GOLDEN EARRINGS

LEATHER DERBIES

RUBBER TREAD







SATIN TIE



GLASSES WITH METAL FRAME



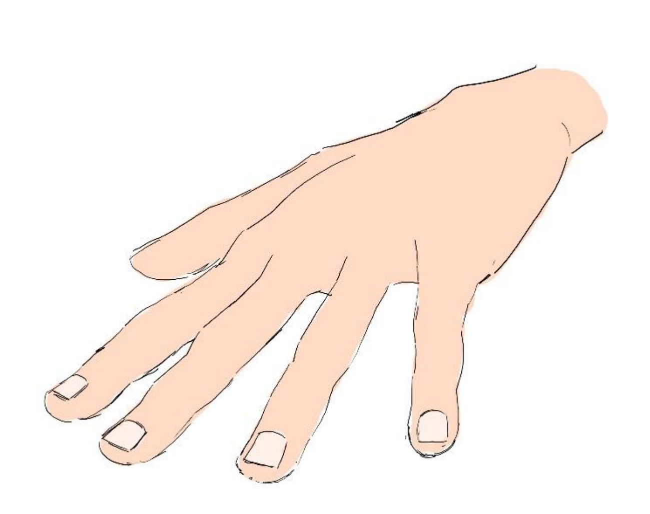




CORDUROY FABRIC PANTS



19/12/11
LB3_327_CH017_DEAN_GATE




HANDS CLOSE UP


ZAG
HEROEZ
Miraculous™
World
19/12/13
LB3_327_CH017_DEAN_GATE

DoorMan


WHITE LEATHER GLOVES


WHITE COTTON SHIRT








PINK TINTED GLASSES

GOLDEN EARRING

PINK SATIN TIE


LEATHER DERBIES




RUBBER TREAD



POLYESTER BLAZER



POLYESTER PANTS

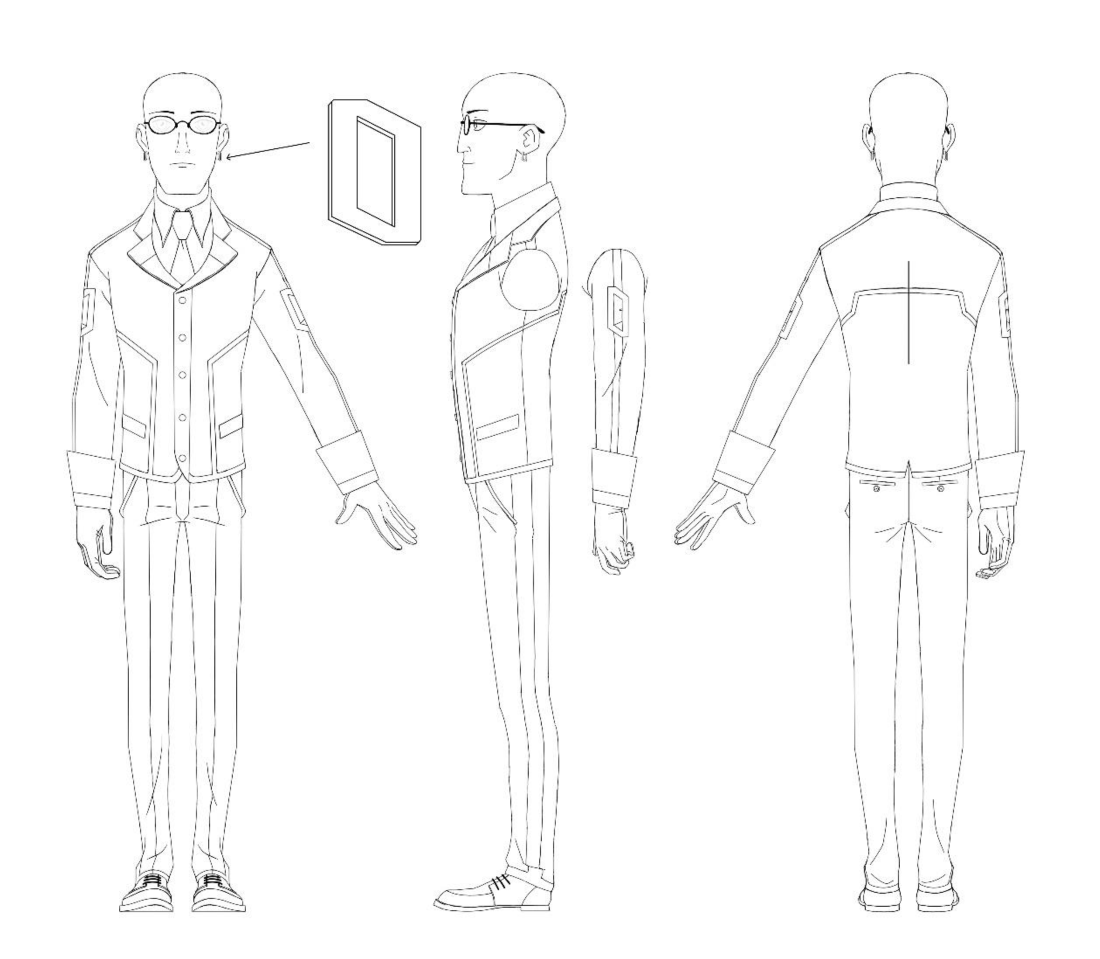


DOORMAN REFERENCE



19/12/11
LB3_327_CH020_DOORMAN







RE-USE OF LB_CH38_DOORMAN
FROM SEASON 01

ZAG HEROEZ
Miraculous World

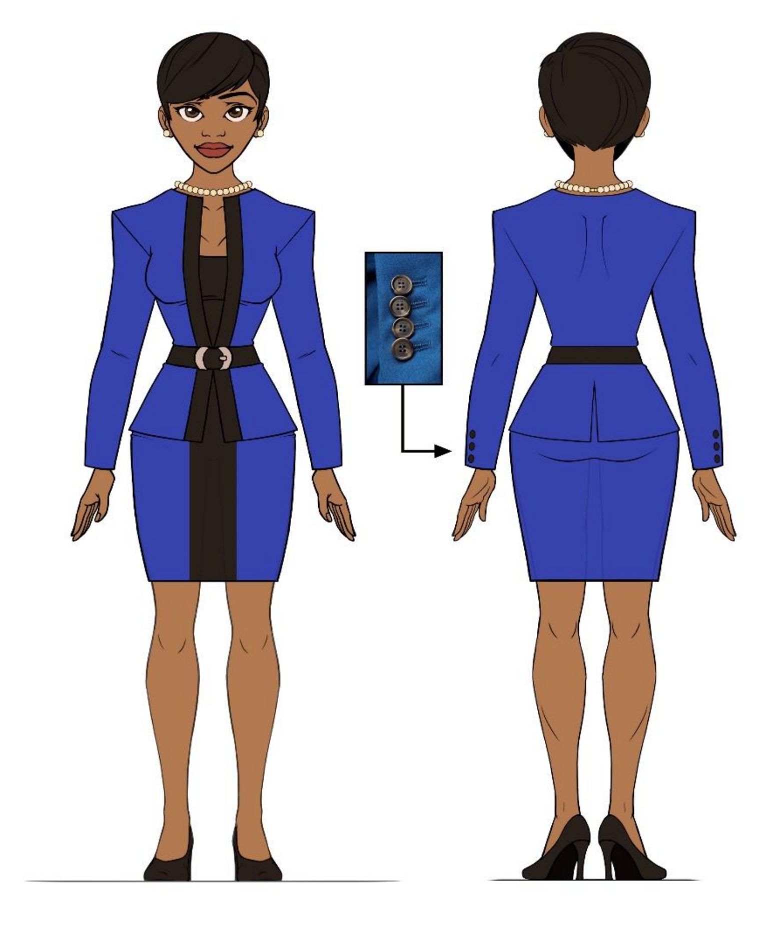
19/12/11
LB3_327_CH020_DOORMAN





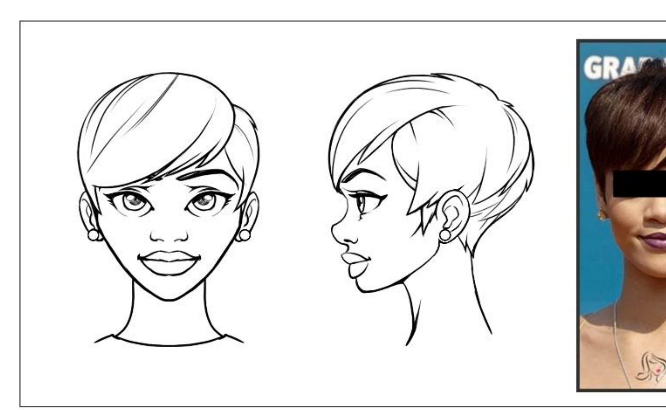


Soft cotton suit on satin shirt





2019/12/17
LB3_327_CH024_CAMILLA_HOMBEE

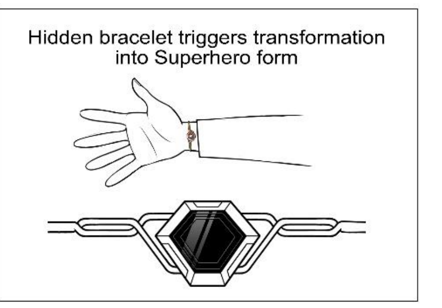




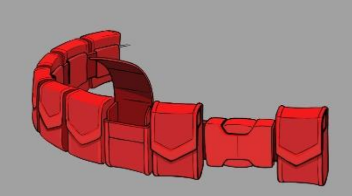
Marinette's model is for
Size Reference only
Not to be modelled











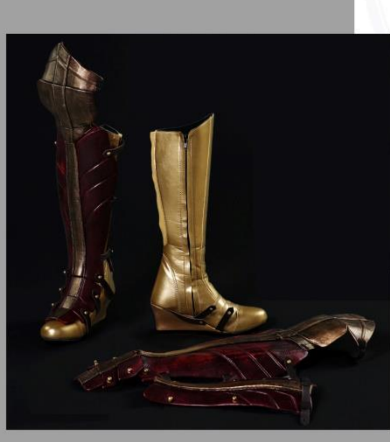


Belt buckle



Leather pouches on cord belt





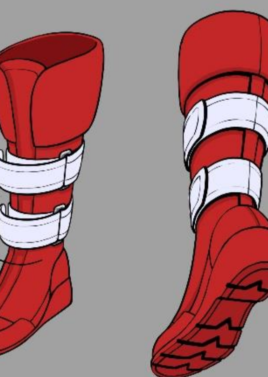


Strong leather suit, boots and gloves

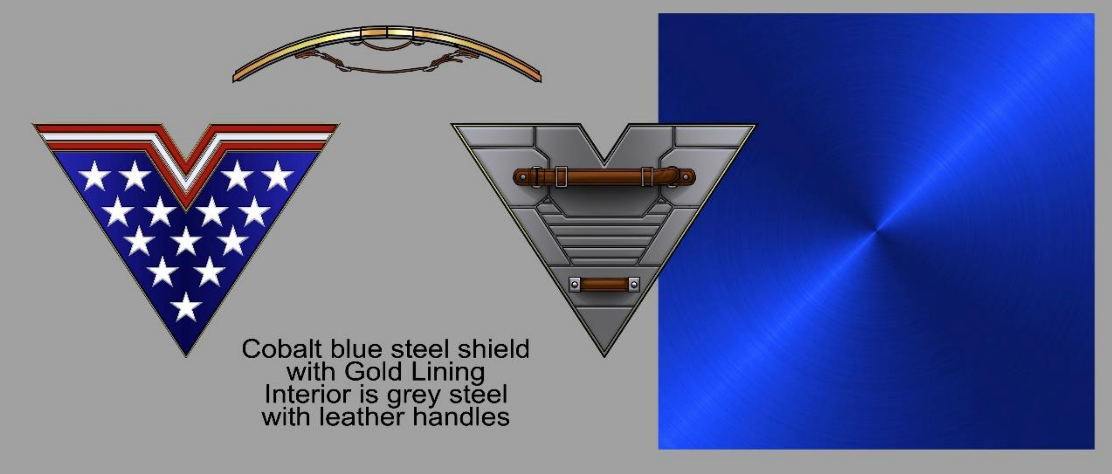






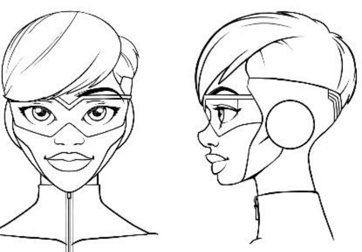
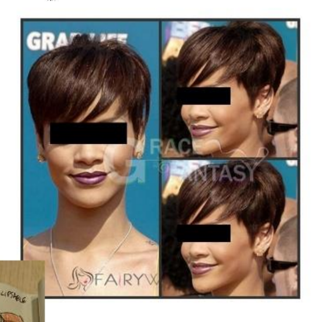


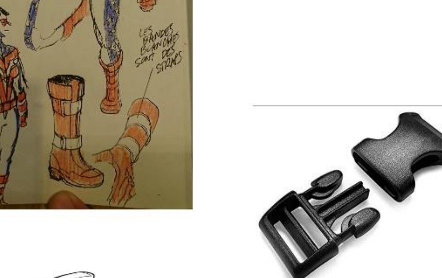




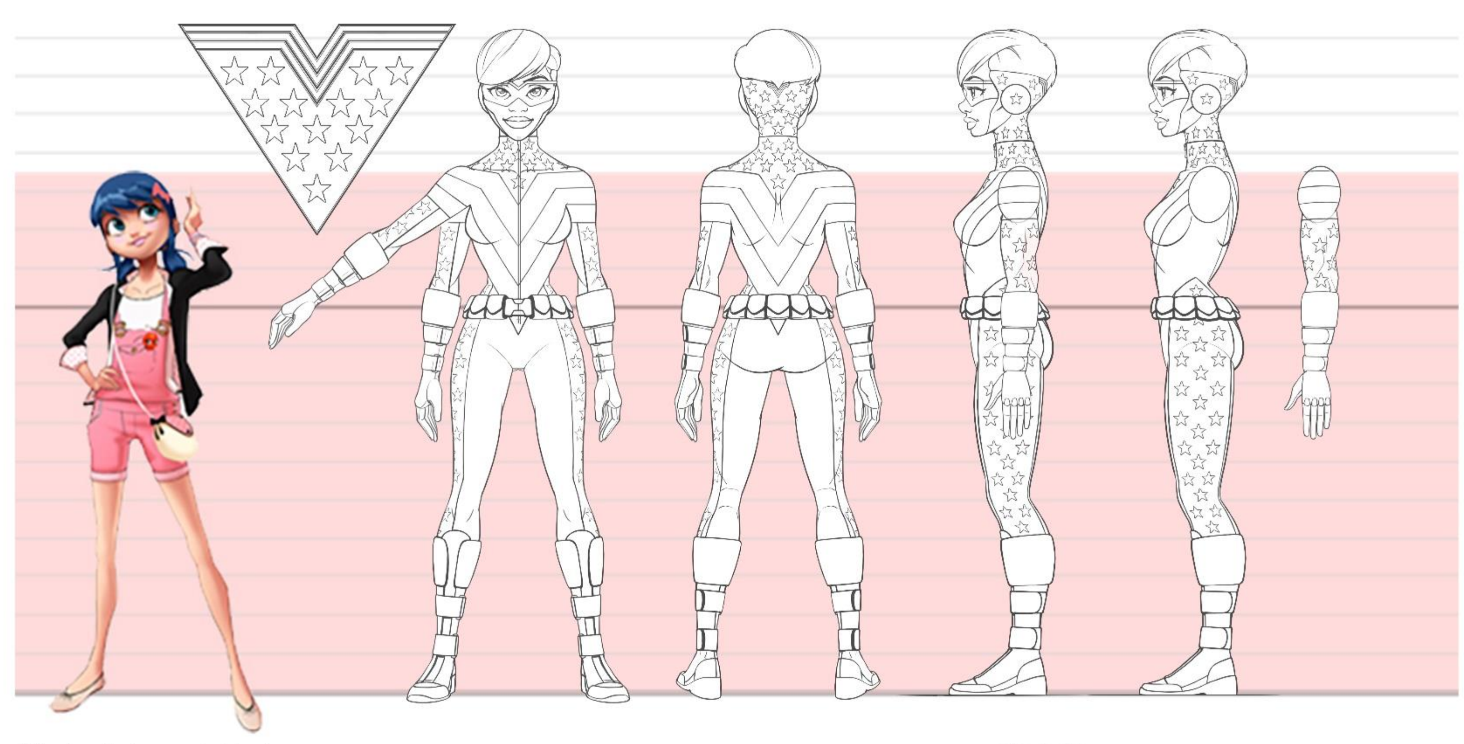
Cobalt blue steel shield
with Gold Lining
Interior is grey steel
with leather handles

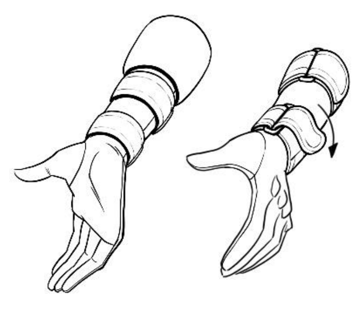
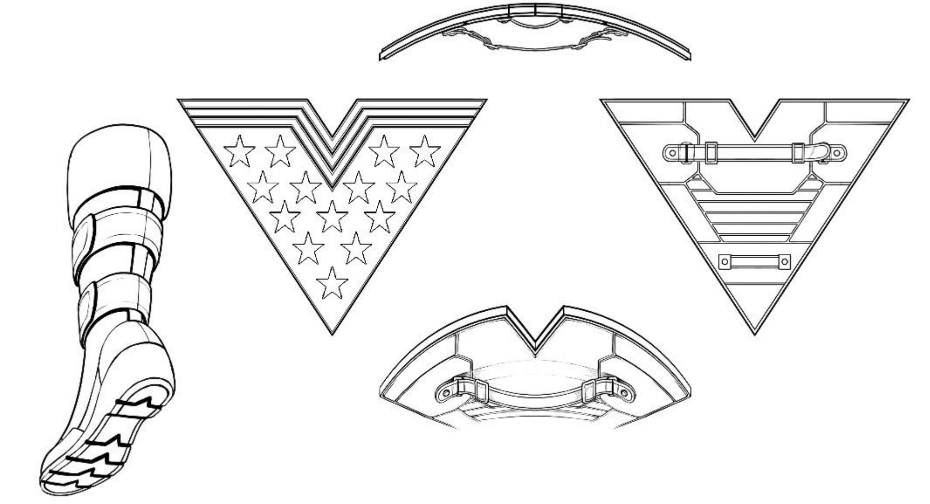
2019/12/04
LB3_327_CH025_VICTORY

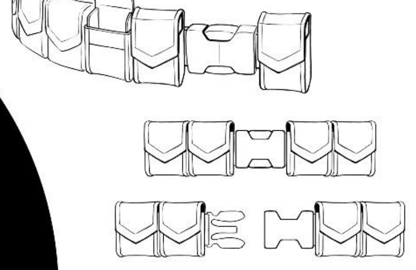




Belt details

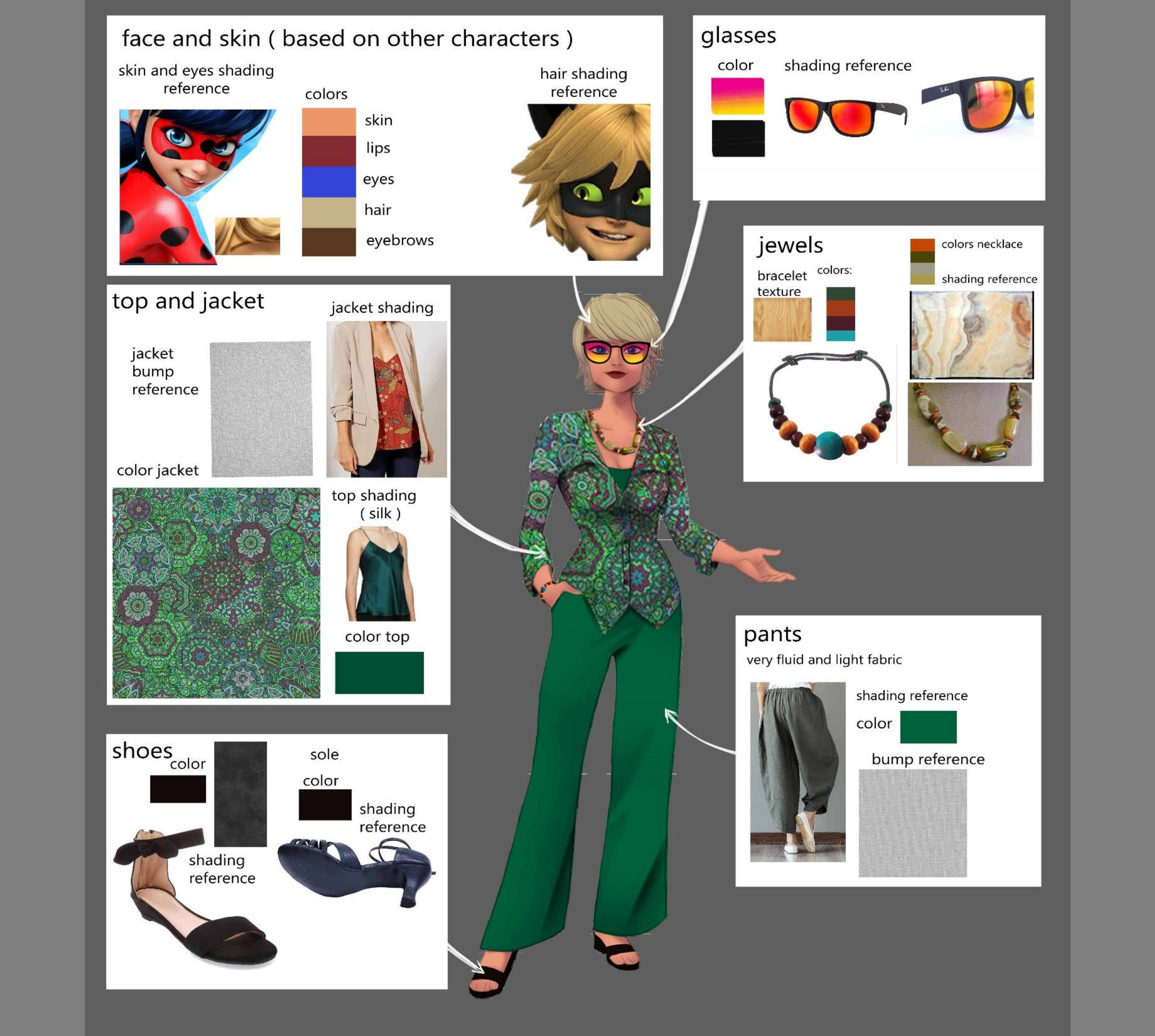

Marinette's model is for
Size Reference only
Not to be modelled

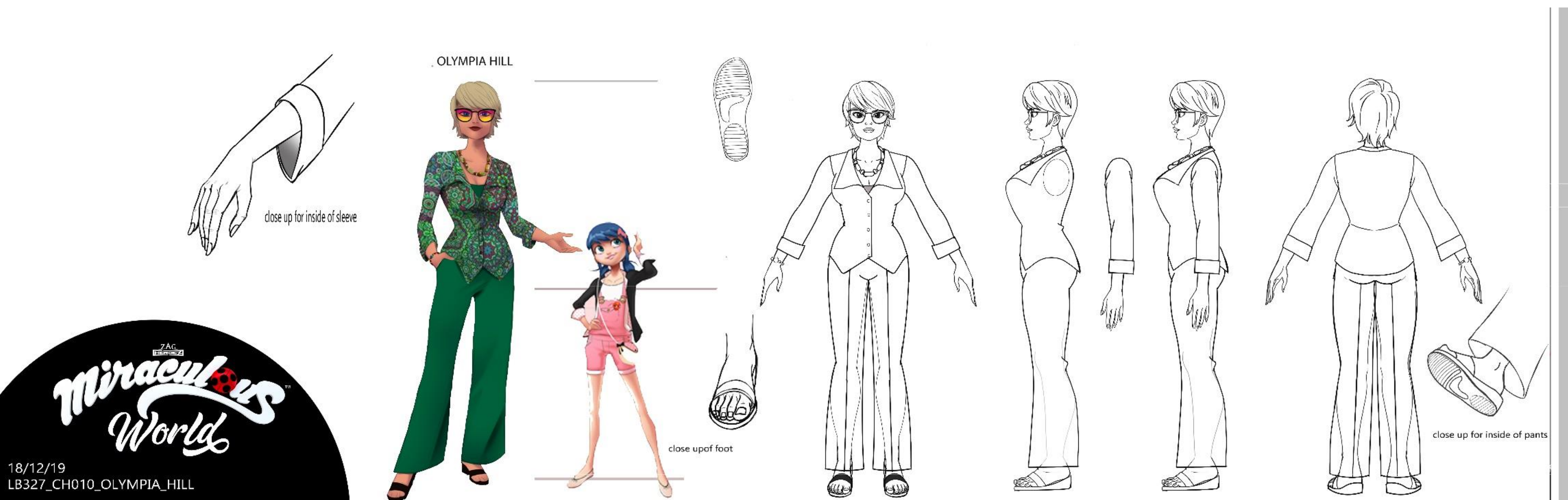


Strap system
for gloves and boots

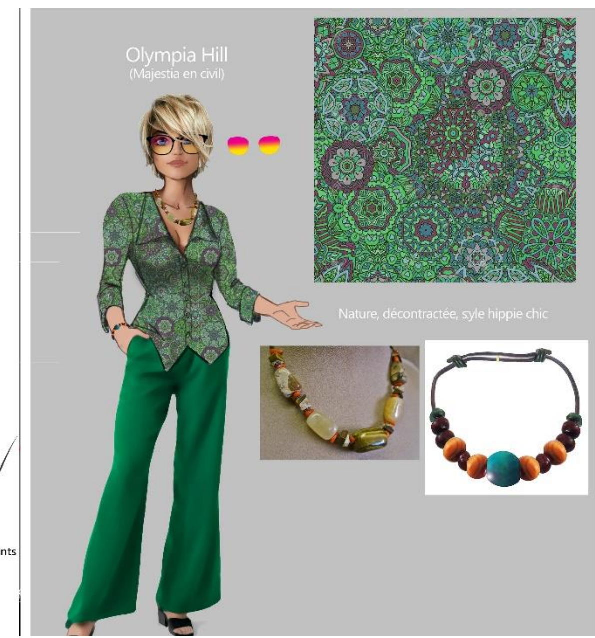


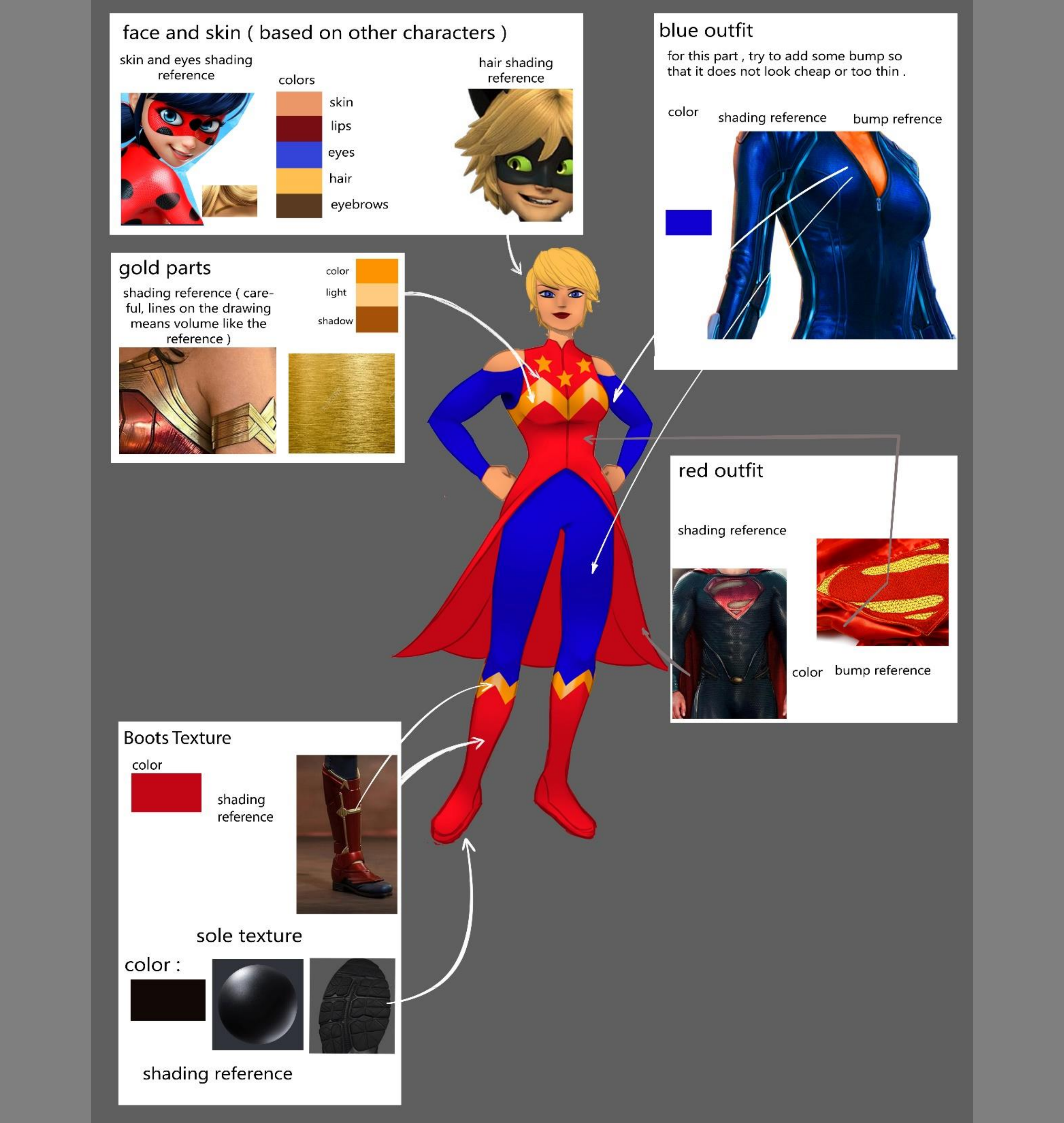



2019/12/04
LB3_327_CH025_VICTORY


face and skin (based on other characters)
skin and eyes shading reference
colors
skin
lips
eyes
hair
eyebrows
hair shading reference
glasses
color
shading reference
top and jacket
jacket shading
jacket bump reference
color jacket
top shading (silk)
color top
jewels
colors necklace
shading reference
bracelet texture
colors:
pants
very fluid and light fabric
shading reference
color
bump reference
shoes
color
shading reference
sole
color
shading reference

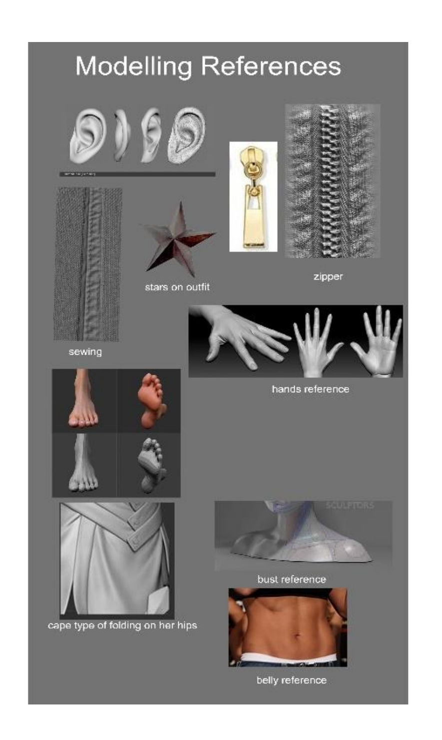

close up for inside of sleeve
OLYMPIA HILL
close upof foot
close up for inside of pants
Miraculous World
18/12/19
LB327_CH010_OLYMPIA_HILL


Olympia Hill
(Majestia en civil)
Nature, décontractée, syle hippie chic



face and skin (based on other characters)
skin and eyes shading reference
colors
skin
lips
eyes
hair
eyebrows
hair shading reference
gold parts
color
light
shadow
shading reference (care-ful, lines on the drawing means volume like the reference)
blue outfit
for this part , try to add some bump so that it does not look cheap or too thin .
color
shading reference
bump refrence
red outfit
shading reference
color
bump reference
Boots Texture
color
shading reference
sole texture
color :
shading reference

MAJESTIA



Miraculous World

05/12/19
LB3_327_CH010_MAJESTIA

CASHMERE WOOL WINTER COAT
LEATHER GLOVES

POLYESTER PANTS

PLASTIC ZIPPER

LEATHER HORSE BOOTS



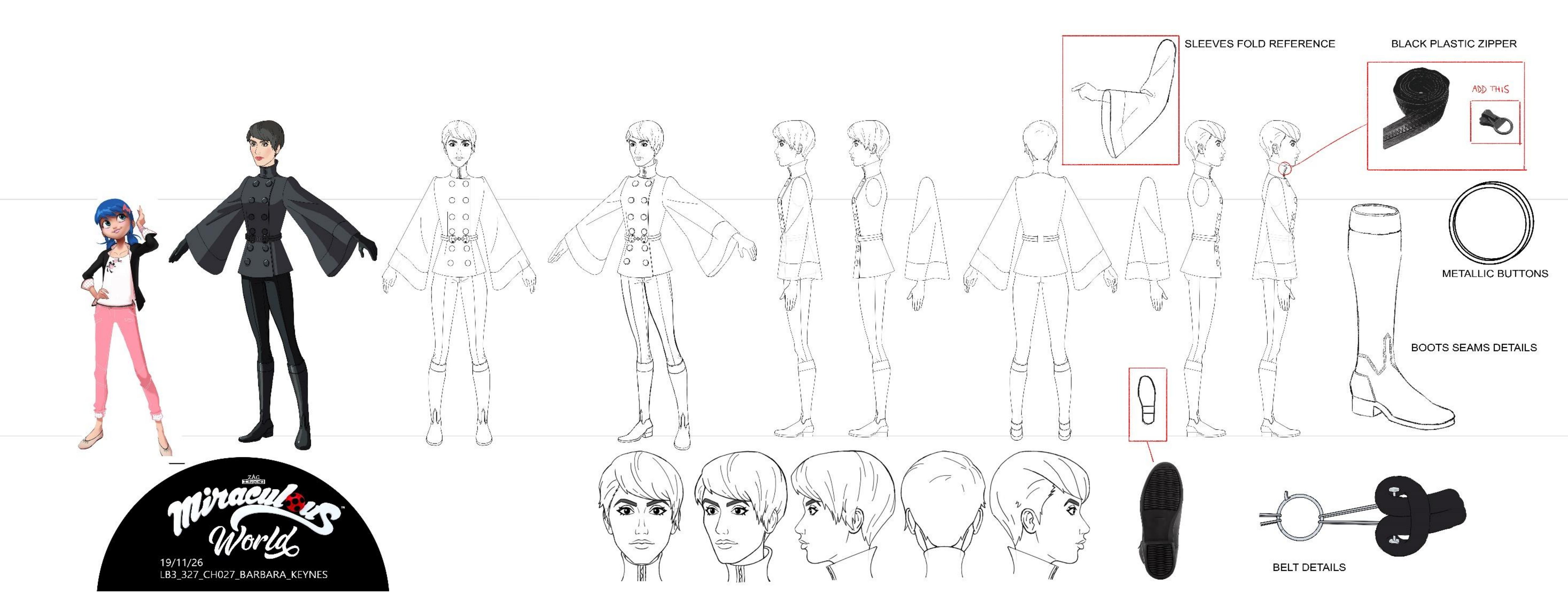
RUBBER TREADS



METALLIC BUTTONS

Miraculous World

19/11/26
LB3_327_CH027_BARBARA_KEYNES


SLEEVES FOLD REFERENCE
BLACK PLASTIC ZIPPER
ADD THIS
METALLIC BUTTONS
BOOTS SEAMS DETAILS
BELT DETAILS
Miraculous
World
19/11/26
LB3_327_CH027_BARBARA_KEYNES

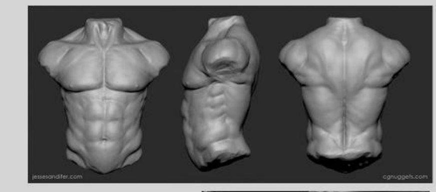


Gold Texture
color / shadow color / light color
shading reference (not too much reflection , not too shiny . Add little scratchs like in reference with a little bump)
bump reference
Eyes Texture
typical Spiderman's eyes texture but with a little glow.
color :
Cape Texture
color inside :
color outside :
Typical Batman's cape texture. It has to look heavy , it is leather-like.
Head Texture :
color
Shading ref
the dark brown of the head is a very thin leather , the mouth part is fabric
color
shading ref
Scales Texture
color :
it has to look kinda like dragon scales. it has volume.
shading and shape reference :
Brown parts
color abs and chest / color shoulders
shading reference; some kind of hard plastic
Outfit Texture
color and shading reference; brown parts are fabric , grey are plastic :
Gloves Texture
global color / strap color
strap shading (shiny plastic)
shading reference : old used leather
Little Owl's eyes
little owl's eyes are tiny emeralds.
Shading reference :
color
Panties Texture
shading reference
color
Boots Texture
color
shading reference
sole texture
color :
shading reference
ZAG HEROEZ
Miraculous World
19/11/07
LB3_327_CH007_KNIGHT_OWL_TEXTURE

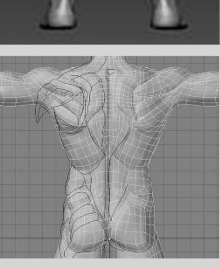
volume has to be visible on the mesh like this :

color version (do not respect the proportions of the colored version)

Modelling references
(We have to see clearly the volume of the muscles) :











LB3_327_PR074_TRANSFORMATION_WRISTLET

Hidden bracelet triggers transformation into Superhero form

ZAG HEROEZ

Miraculous World

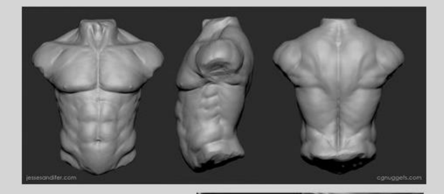
19/11/07

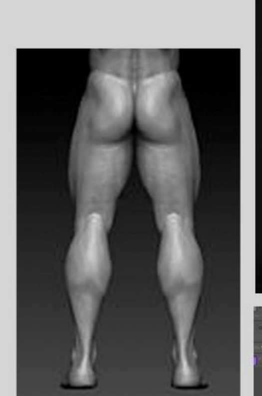
LB3_327_CH007_KNIGHT_OWL_TURN

volume has to be visible on the mesh like this :

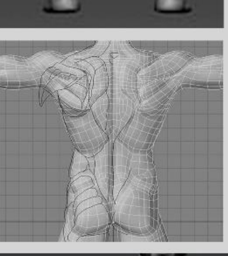
color version (do not respect the proportions of the colored version)

Modelling references
(We have to see clearly the volume of the muscles) :











Miraculous World

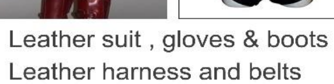
19/11/07
LB3_327_CH007_KNIGHT_OWL_TURN

Same black hard plastic texture for barbecue tools handles and backpack "quiver"









Leather suit , gloves & boots
Leather harness and belts

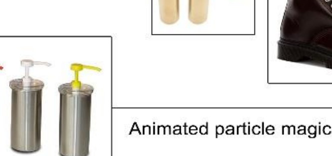


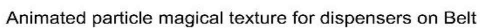






All [ ] is light golden metal





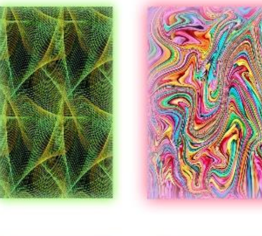
Grainy magical texture for grain dispensers on chest





Animated particle magical texture for dispensers on Belt



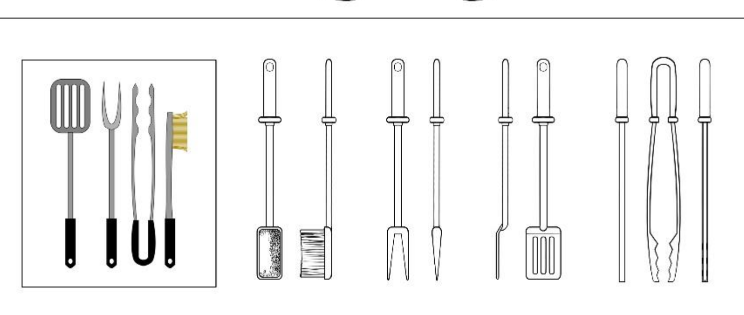










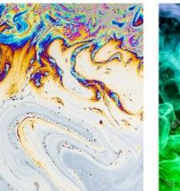


Animated liquid texture for dispensers on Legs





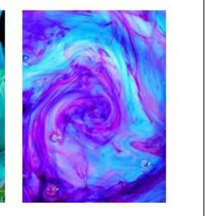








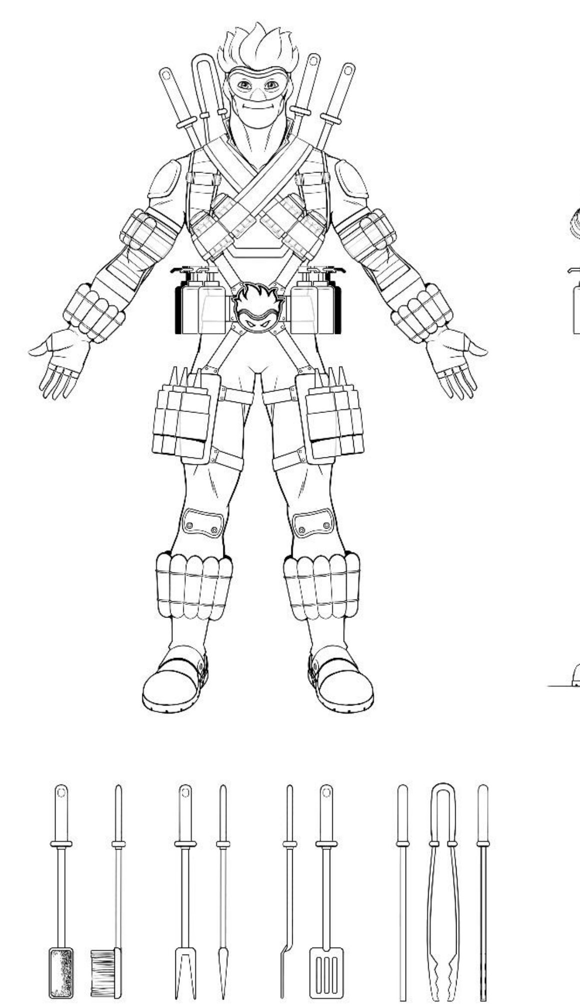


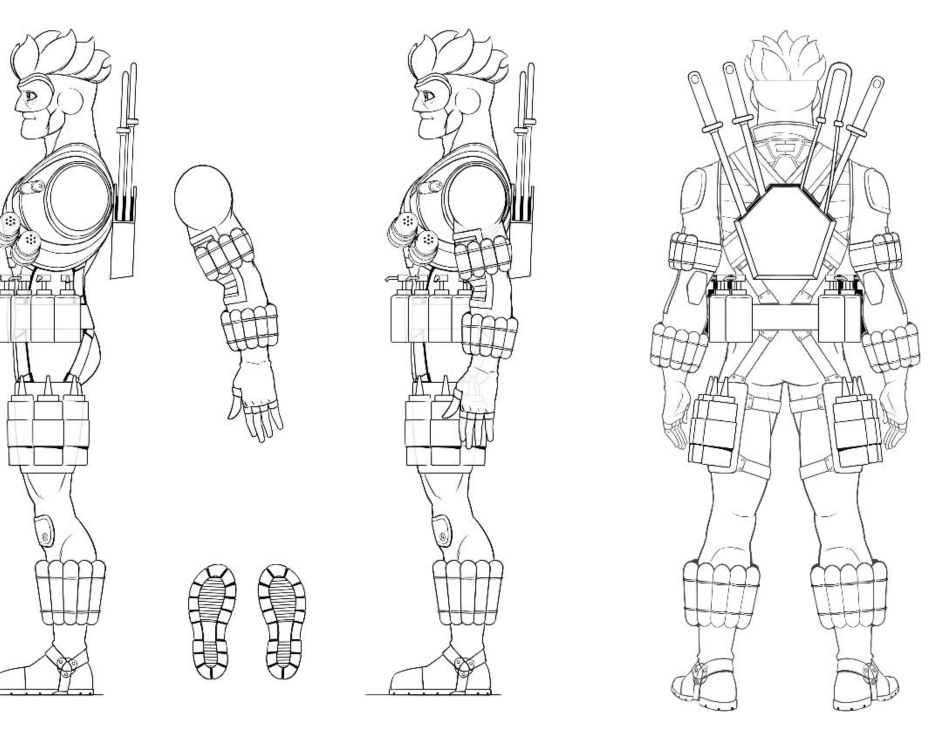




2020/01/31
LB3_327_CH021_BBQ_BOY





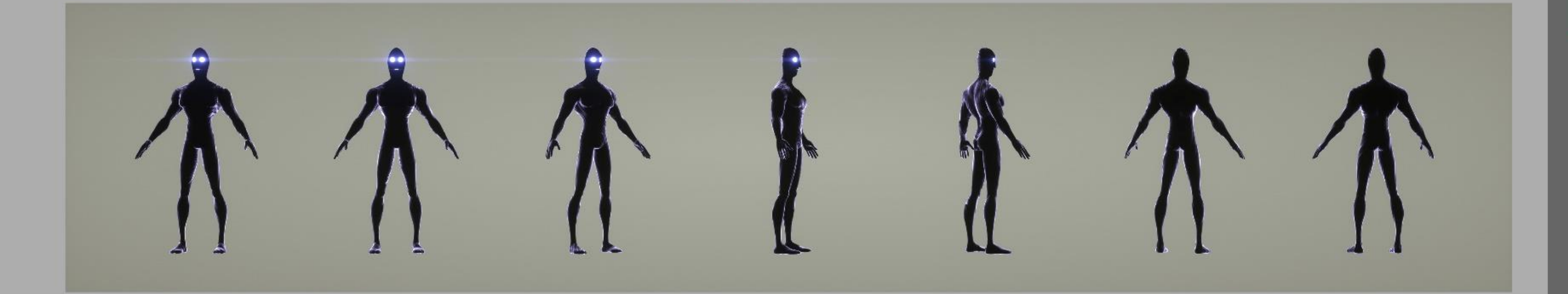




2020/01/29
LB3_327_CH021_BBQ_BOY

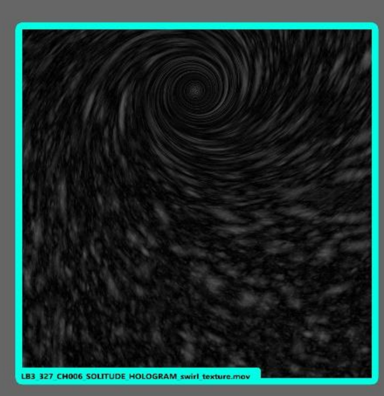
Please Use LB1_100_CH047_MR_PIGEON 3D model and apply new shaders and textures





Please refer to video **LB3_327_CH006_SOLITUDE_HOLOGRAM_TURN.mov** for shader behavior.



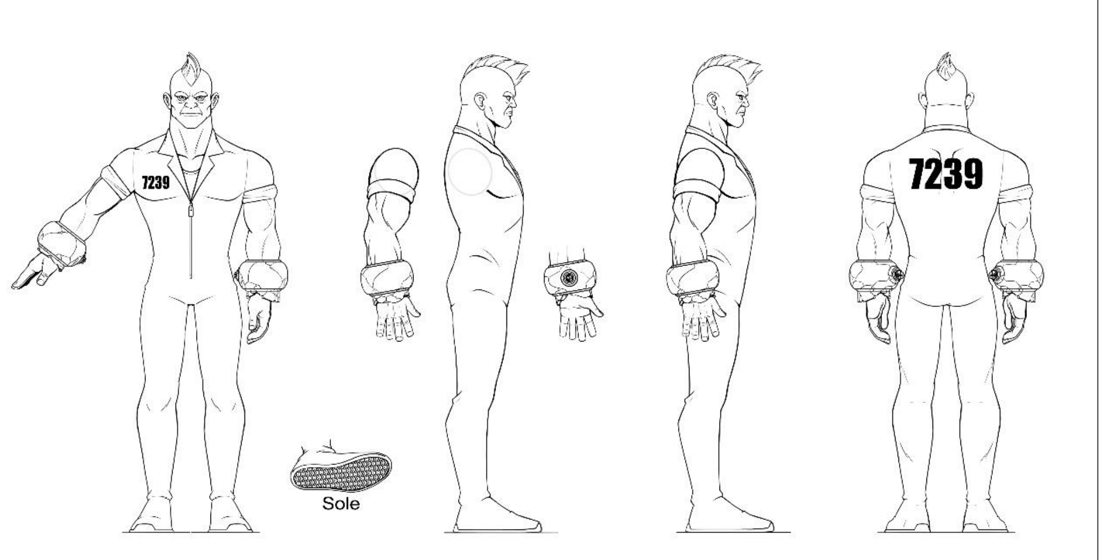


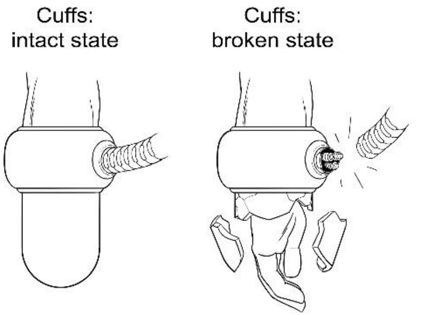
The main body shader is the texture **LB3_327_CH006_SOLITUDE_HOLOGRAM_swirl_texture_h264.mov** projected on a Fresnel/Falloff shader. Please make sure that the twirls are regular (circle shape).

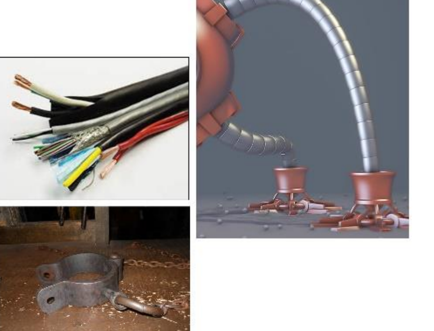
Please use plain emmisive shader for the eyeballs and inner-mouth.

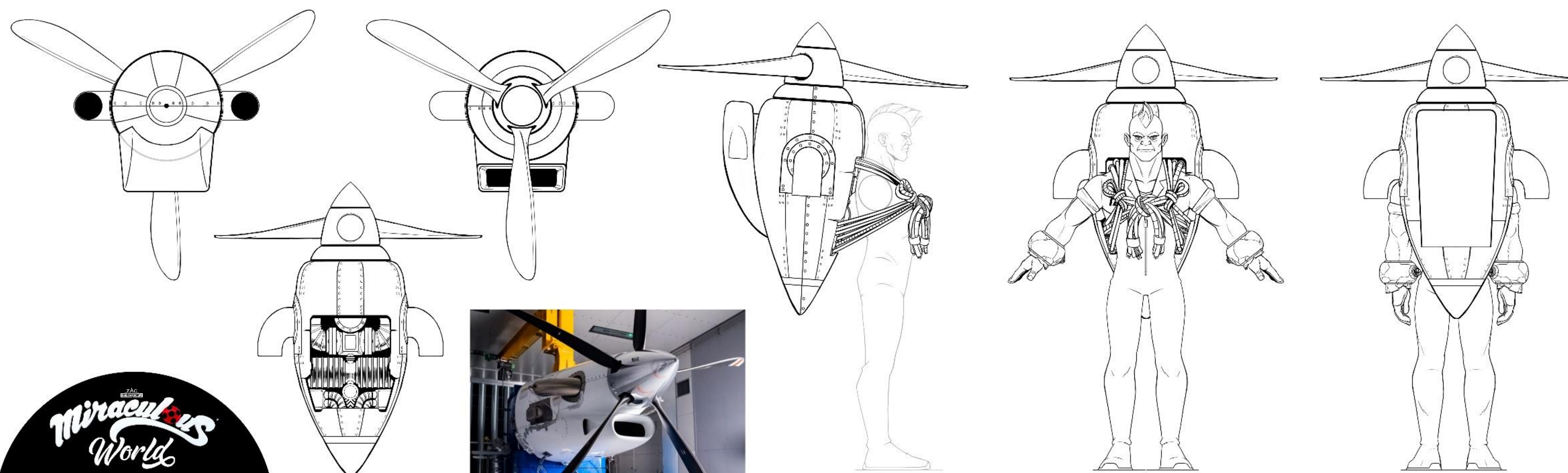



Marinette's model is for
Size Reference only
Not to be modelled
7239


7239
Sole
7239


Cuffs:
intact state
Cuffs:
broken state




Miraculous
World
2020/01/02
LB3_327_CH013_TECHNOPIRATE_WITH_GADGETS

Marinette's model is for
Size Reference only
Not to be modelled

Cotton suit & t-shirt

Metal zipper

Plastic sole

IMPORTANT NOTE: ANTICIPATE THAT SKIN AND
TATTOO PATTERN ARE GONNA CHANGE COLOR (FX)

7239

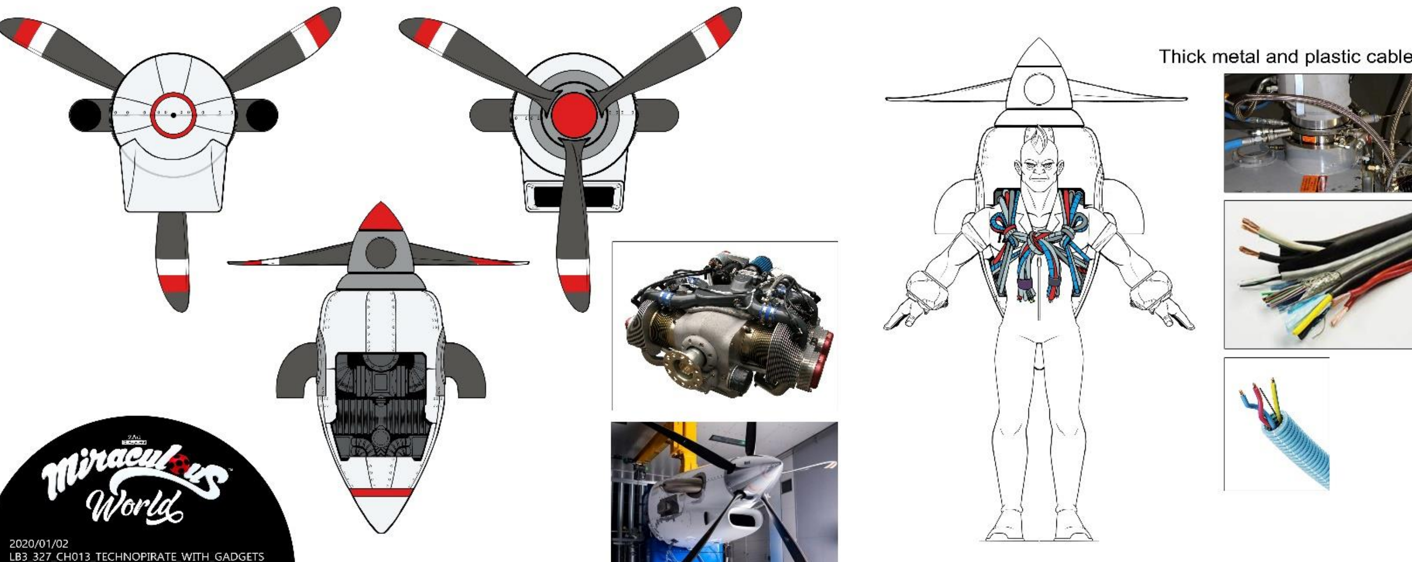
7239

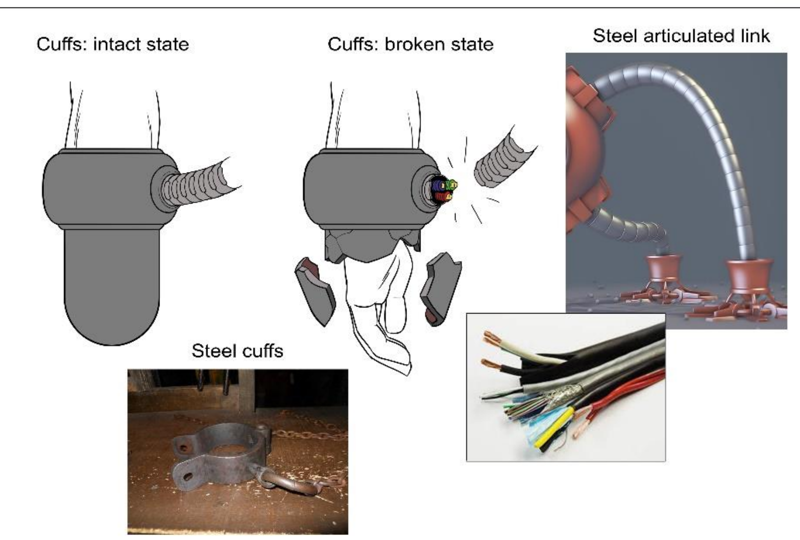
7239

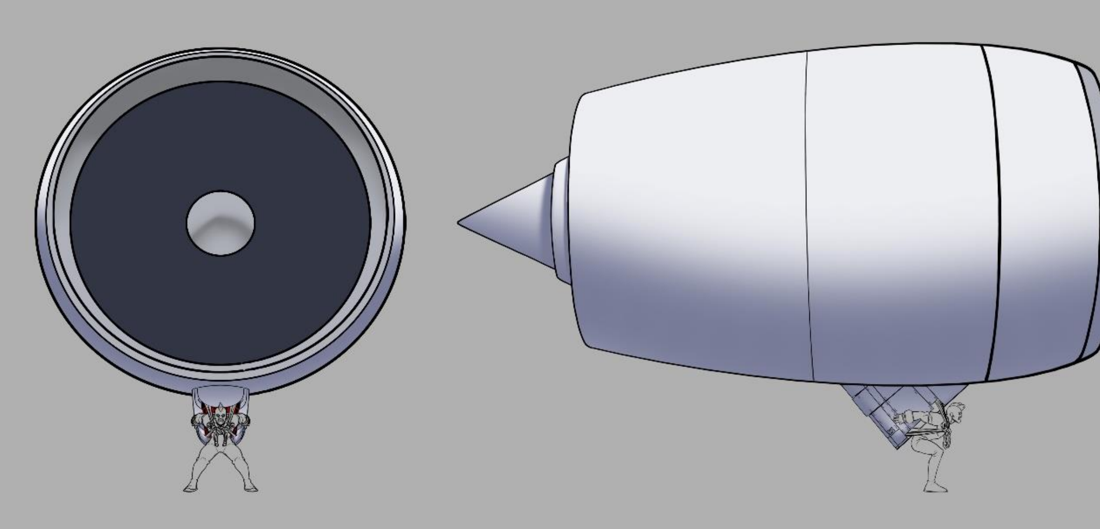
FOR THE PATTERN MAPPING,
PLEASE STAY AS CLOSE AS POSSIBLE
TO THE DESIGN SHOWN HERE

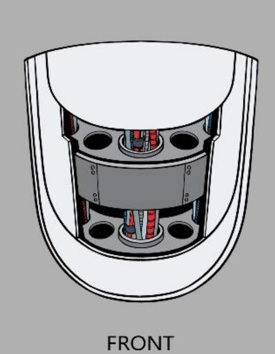
Pattern design uses only
45, 90, 135° angles

Electronic board pattern as tattoo

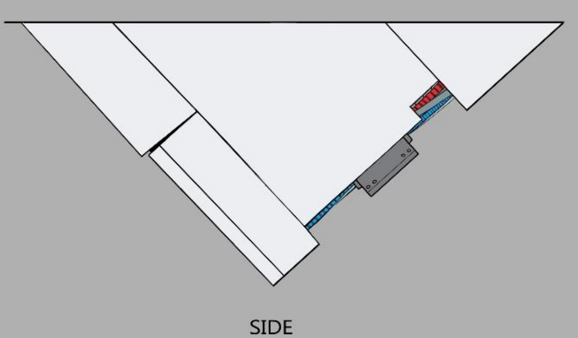




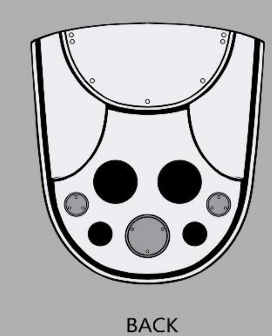




FRONT

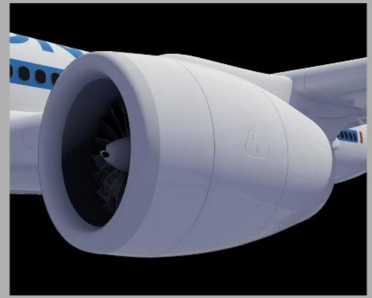


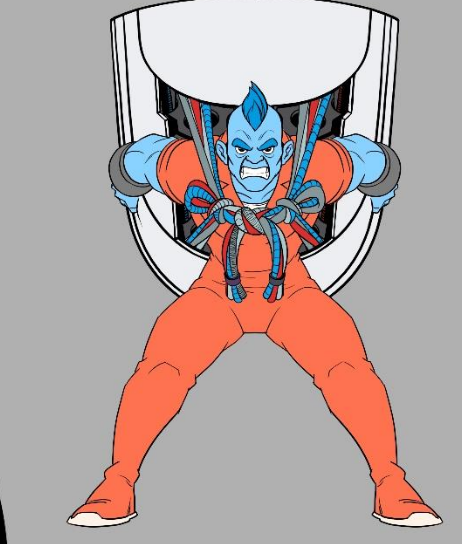
SIDE

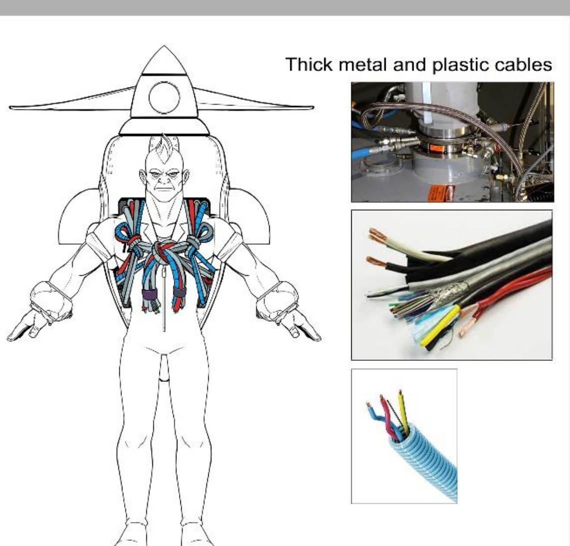


BACK







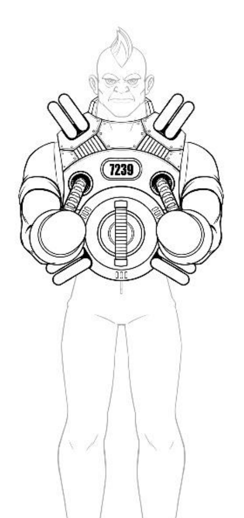
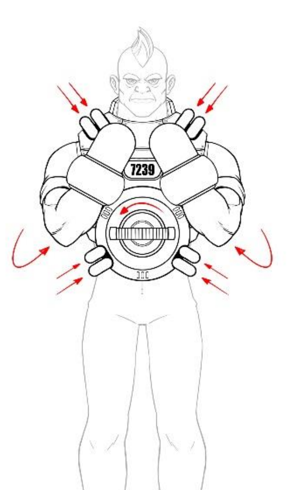
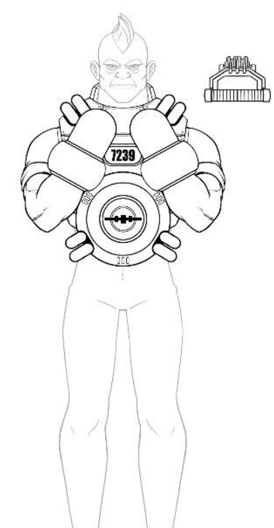


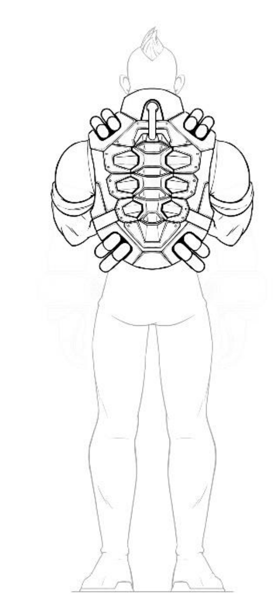
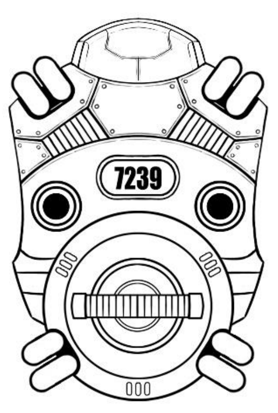
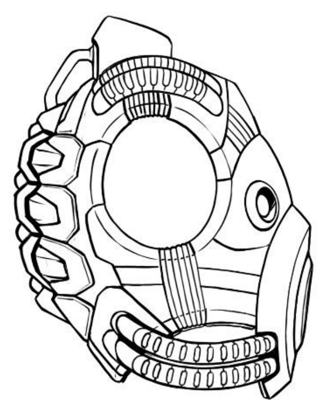
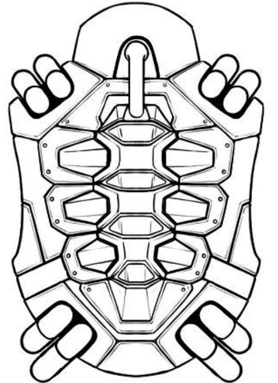
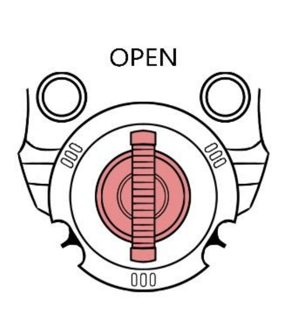
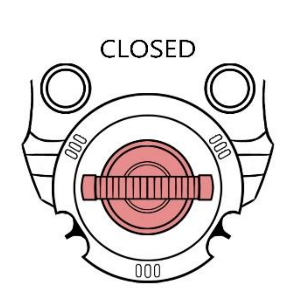
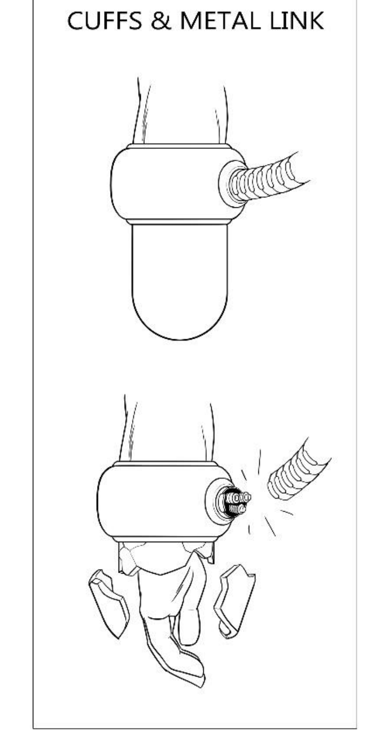
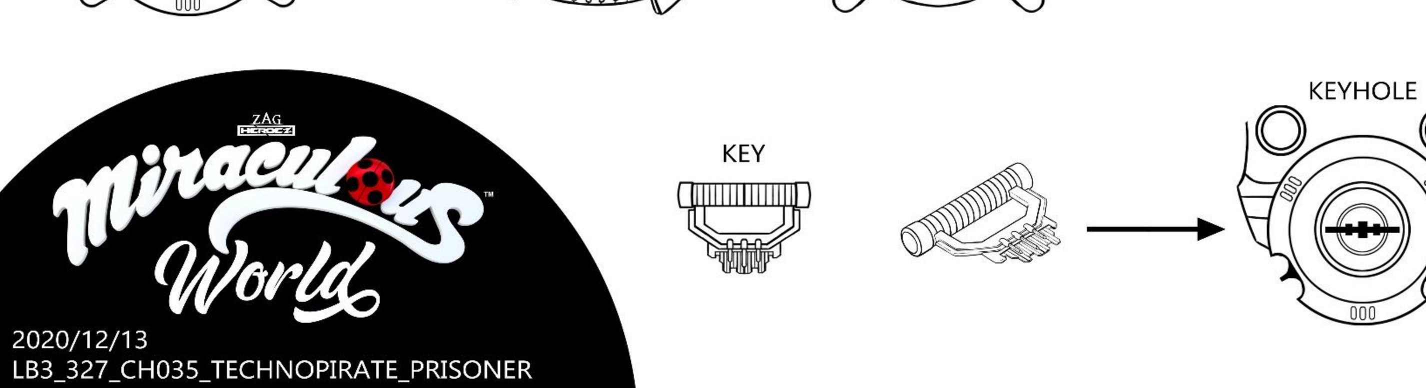




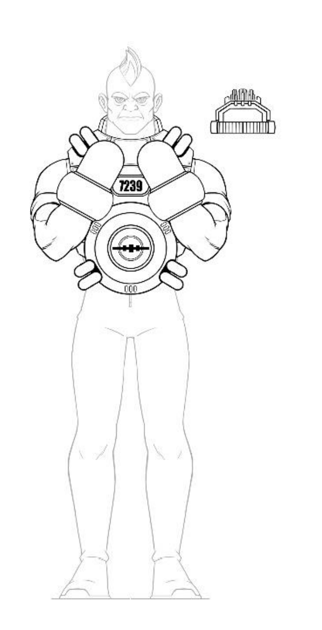
2020/01/09
LB3_327_CH036_TECHNOPIRATE
_JET_ENGINE

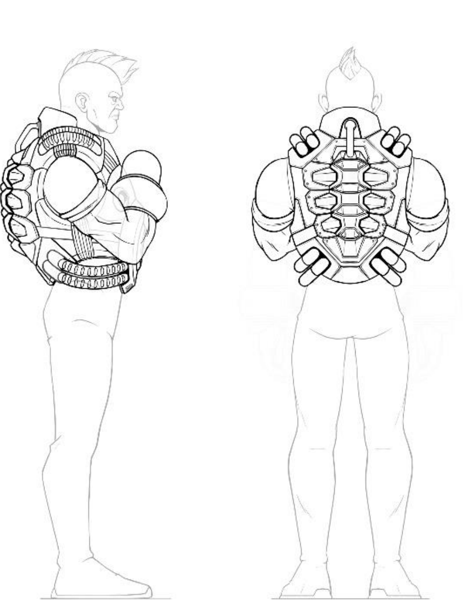

7239

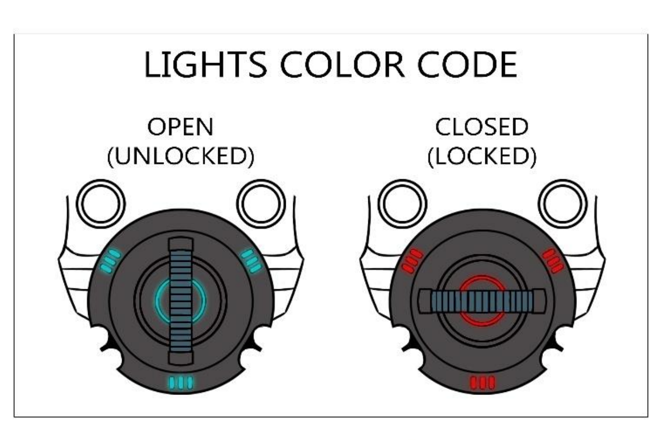

7239

7239

7239



7239



OPEN

CLOSED

CUFFS & METAL LINK

KEY
KEYHOLE
Miraculous
World
2020/12/13
LB3_327_CH035_TECHNOPIRATE_PRISONER





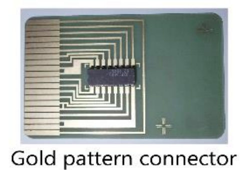




METAL KEY





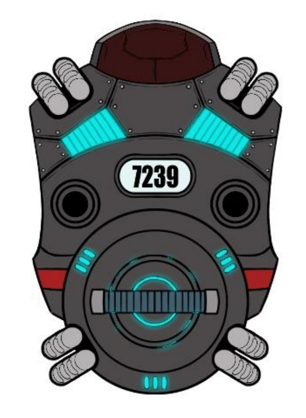


Gold pattern connector

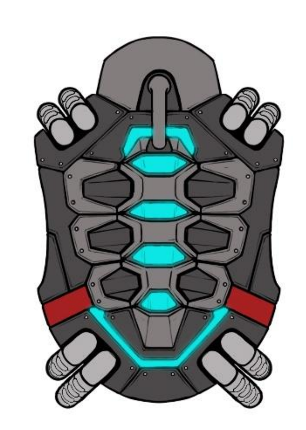


Dark metal harness

Fluo lights



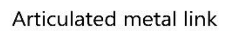




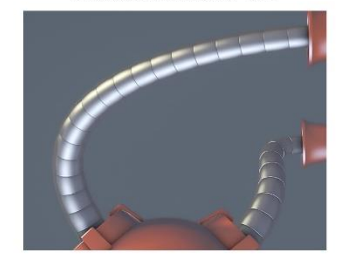
CUFFS & METAL LINK



2020/12/14
LB3_327_CH035_TECHNOPIRATE_PRISONER

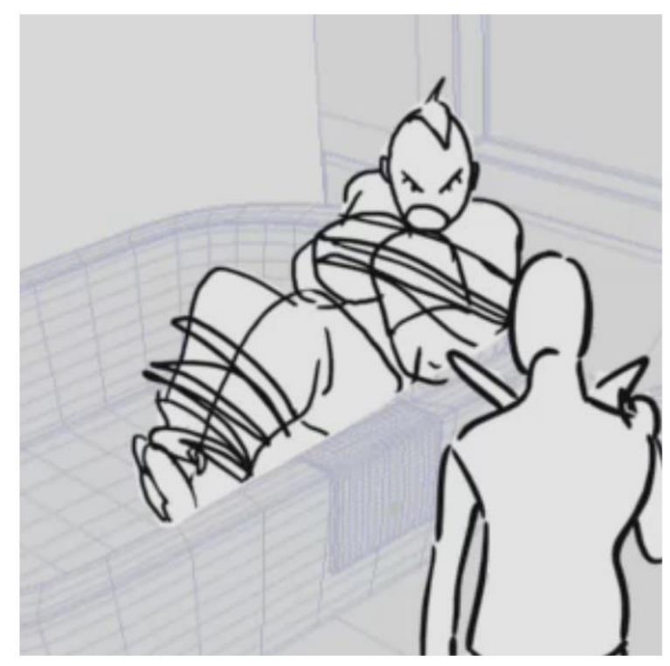


Articulated metal link



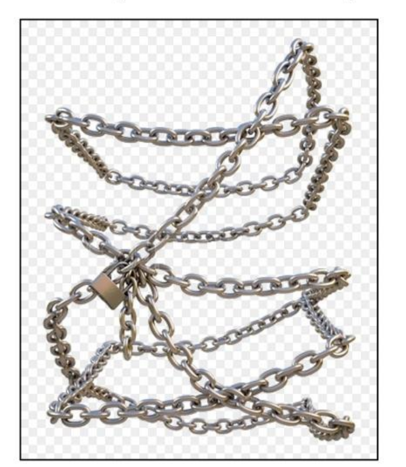
Metal cuffs

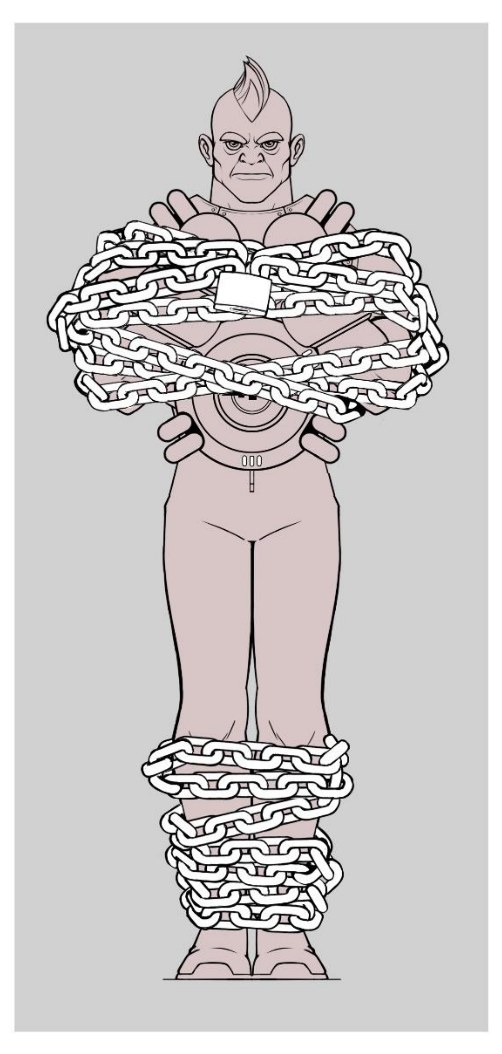


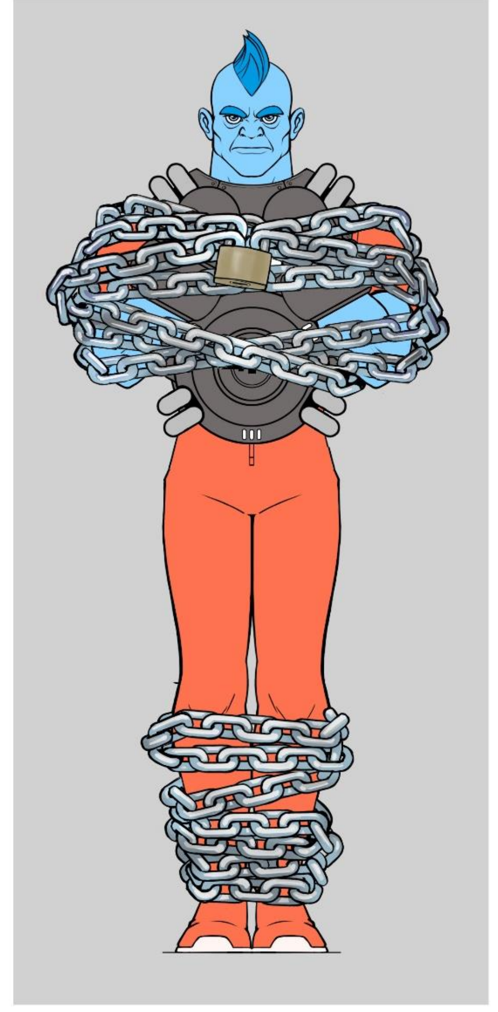




Use
LB3_327_CH035_TECHNOPIRATE_PRISONER
and add the pack of chains + padlock





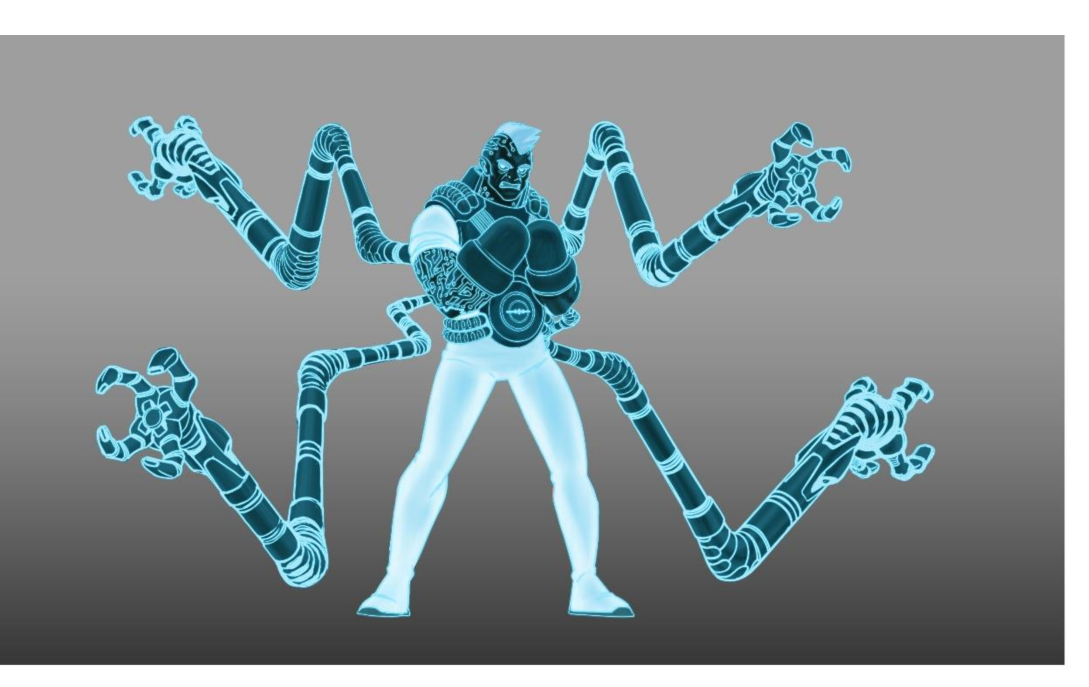




2020/05/15
LB3_327_CH044_TECHNOPIRATE_TIED_UP

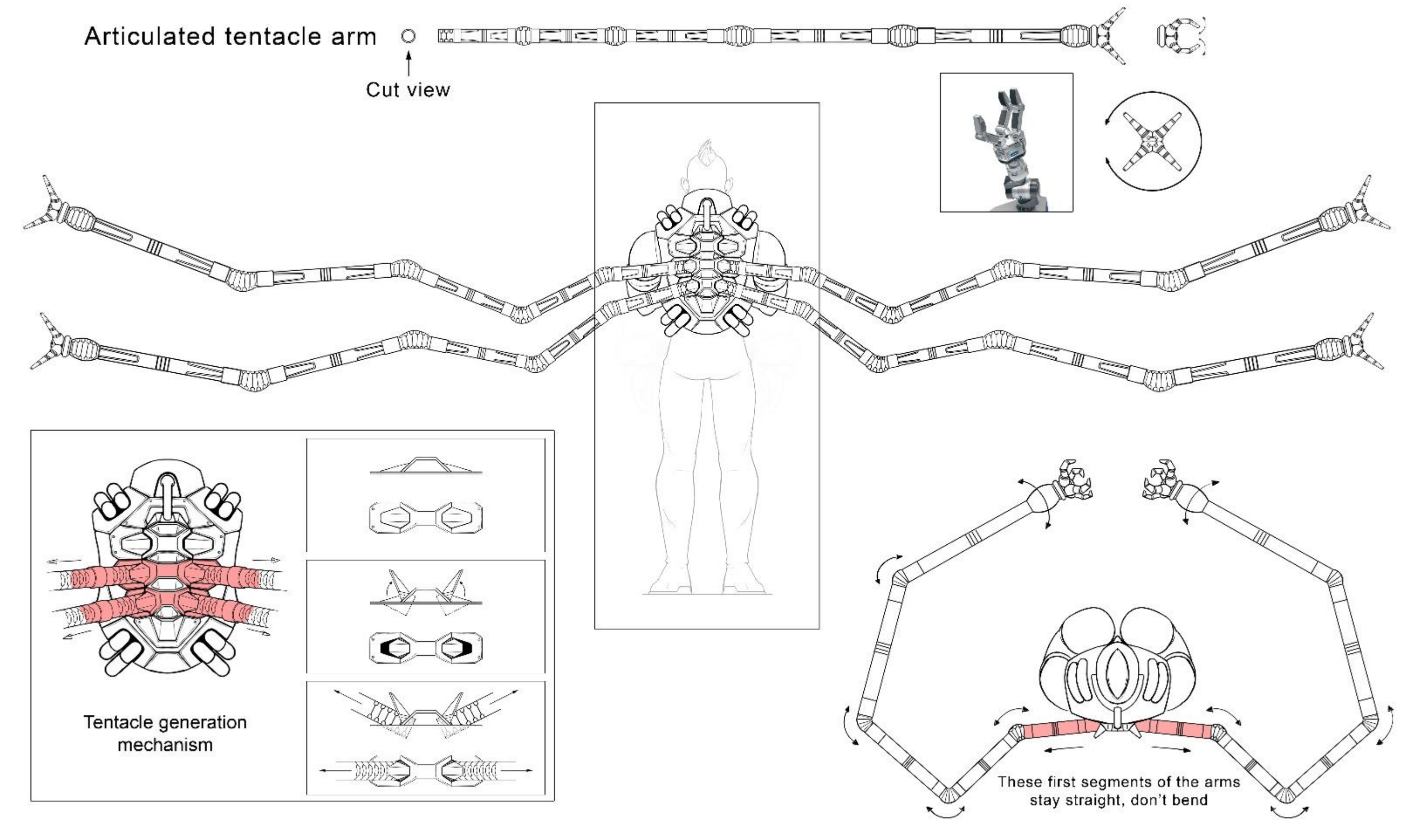
texture ref





LB3_327_CH023_TECHLONIZER is
LB3_327_CH035_TECHNOPIRATE_PRISONER with robotic arms and hands
Arms are generated through the back of the vest and
we must anticipate that arms mutate to another state:
-with cannons
-with cannons and laser eyes

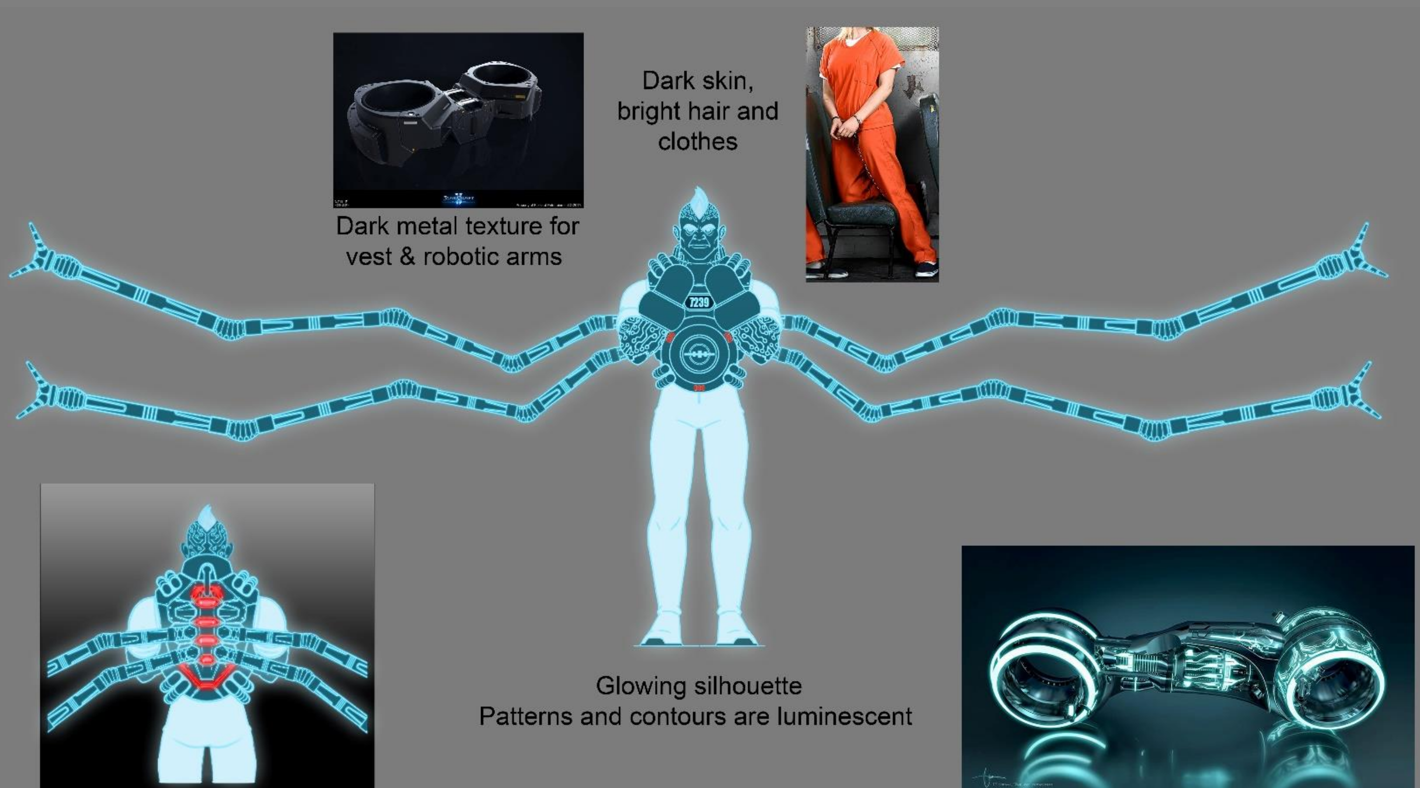
Hands of Pirate remain tied to the chest



Miraculous World

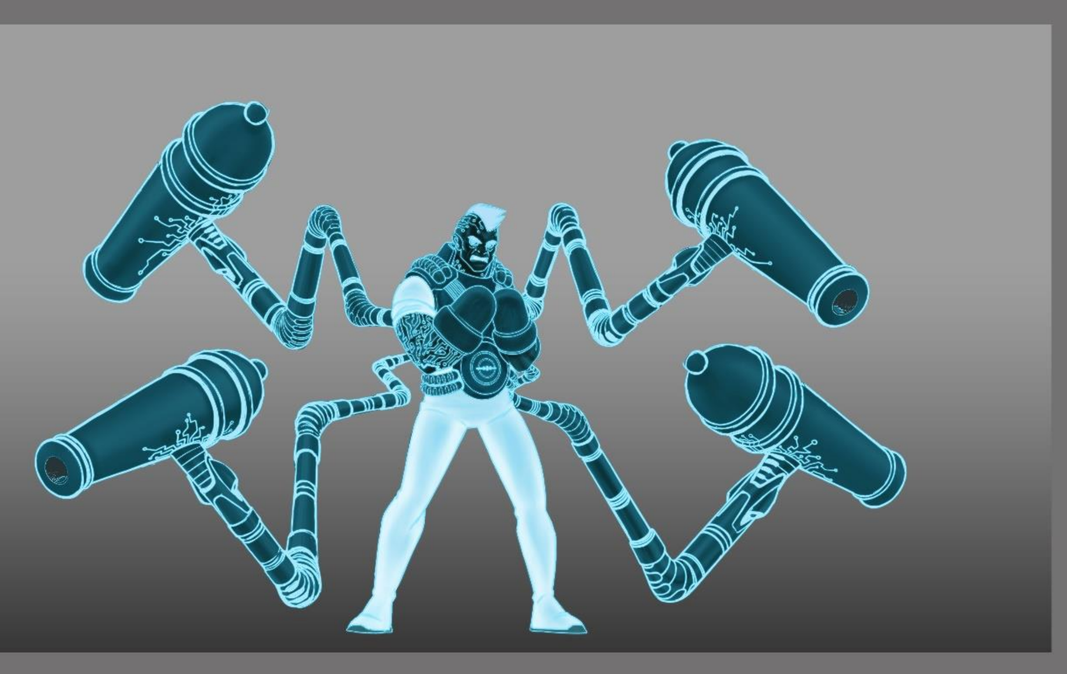
19/11/07
LB3_327_CH023_TECHLONIZER


ZAG
Miraculous World
2020/01/23
LB3_327_CH023_TECHLONIZER


Dark metal texture for
vest & robotic arms
Dark skin,
bright hair and
clothes
7239
Glowing silhouette
Patterns and contours are luminescent
DESIGN: DANIEL SIMON FOR DISNEY

Dark metal texture for vest & robotic arms

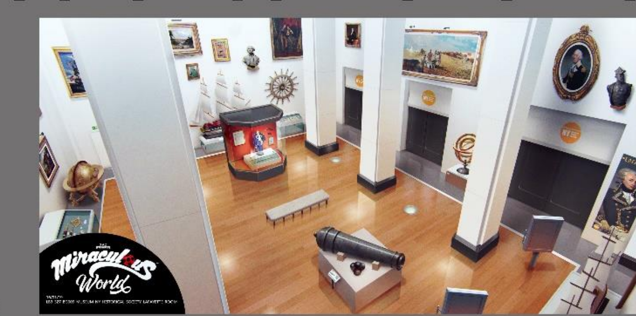
Dark skin, bright hair and clothes



LB3_327_CH022_TECHLONIZER_CANNON is LB3_327_CH023_TECHLONIZER whose hands have been replaced by cannons.

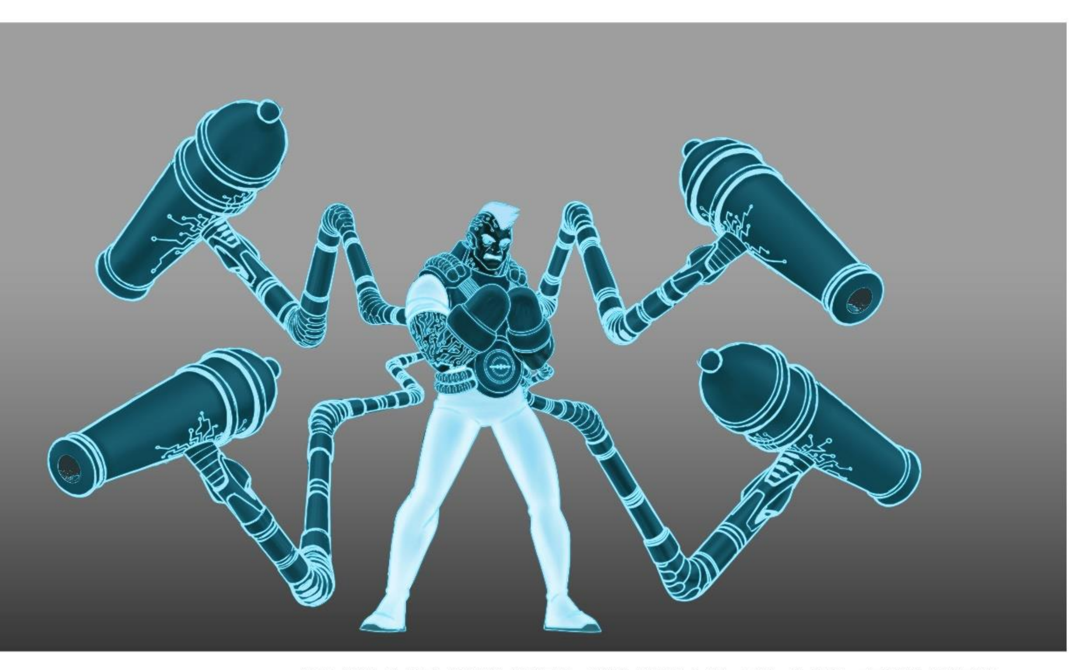
We must anticipate that texture and model are gonna mutate to another state:
-with cannons and laser eyes

Cannons are resized clones from the one present in LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_LAFAYETTE_ROOM



Glowing silhouette
Patterns and contours are luminescent



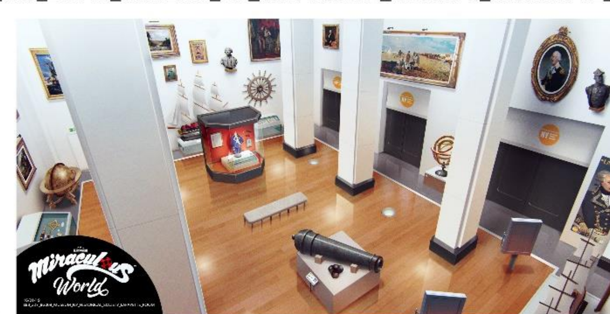


LB3_327_CH022_TECHLONIZER_CANNON is LB3_327_CH023_TECHLONIZER
whose hands have been replaced by cannons.

We must anticipate that texture and model are gonna mutate to another state:
-with cannons and laser eyes

Cannons are resized clones from the one present in
LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_LAFAYETTE_ROOM







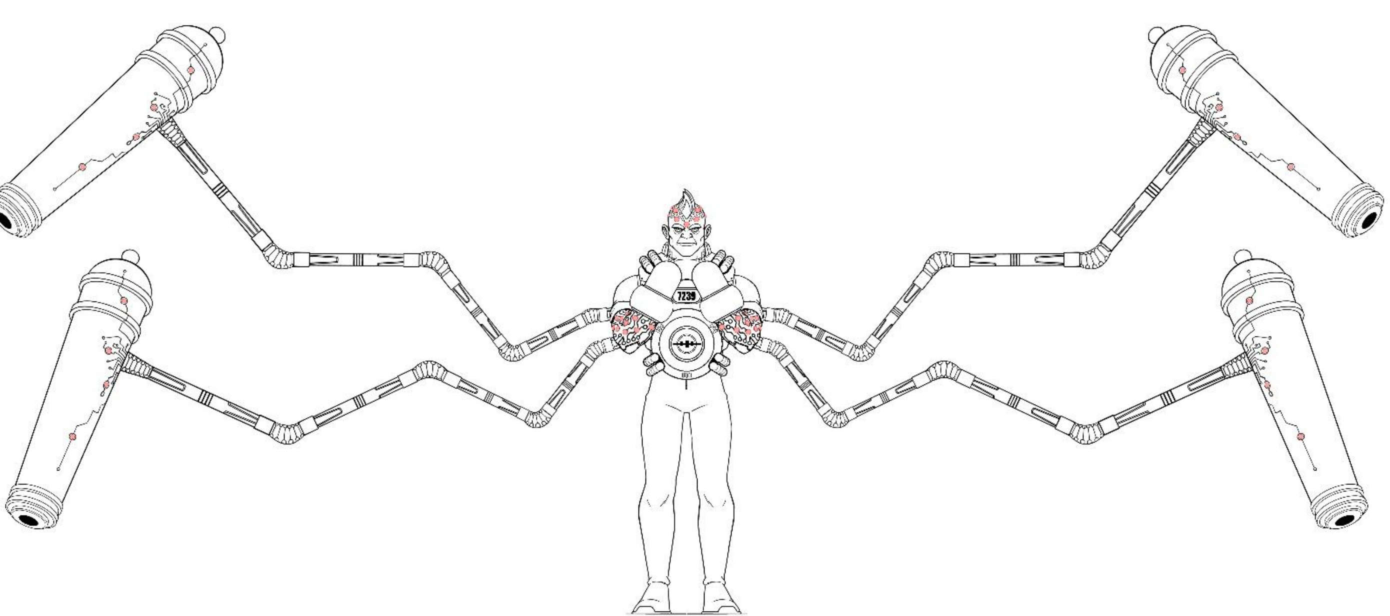
Articulated tentacle arm

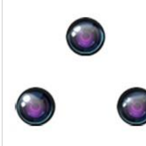
Cut view

Tentacle generation mechanism

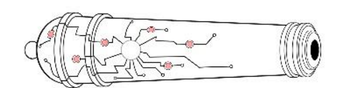
These first segments of the arms stay straight, don't bend

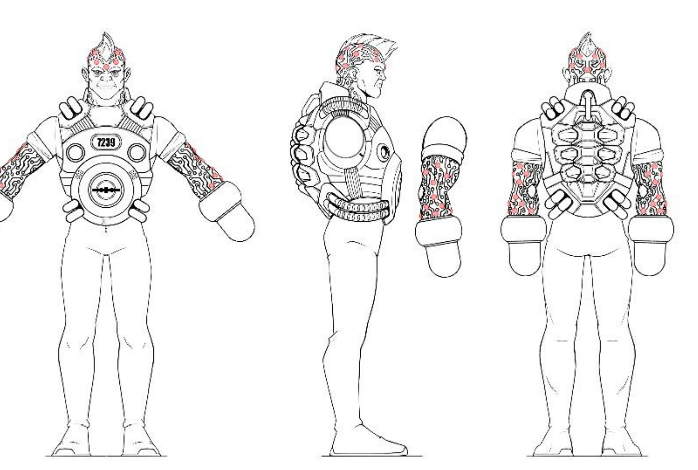




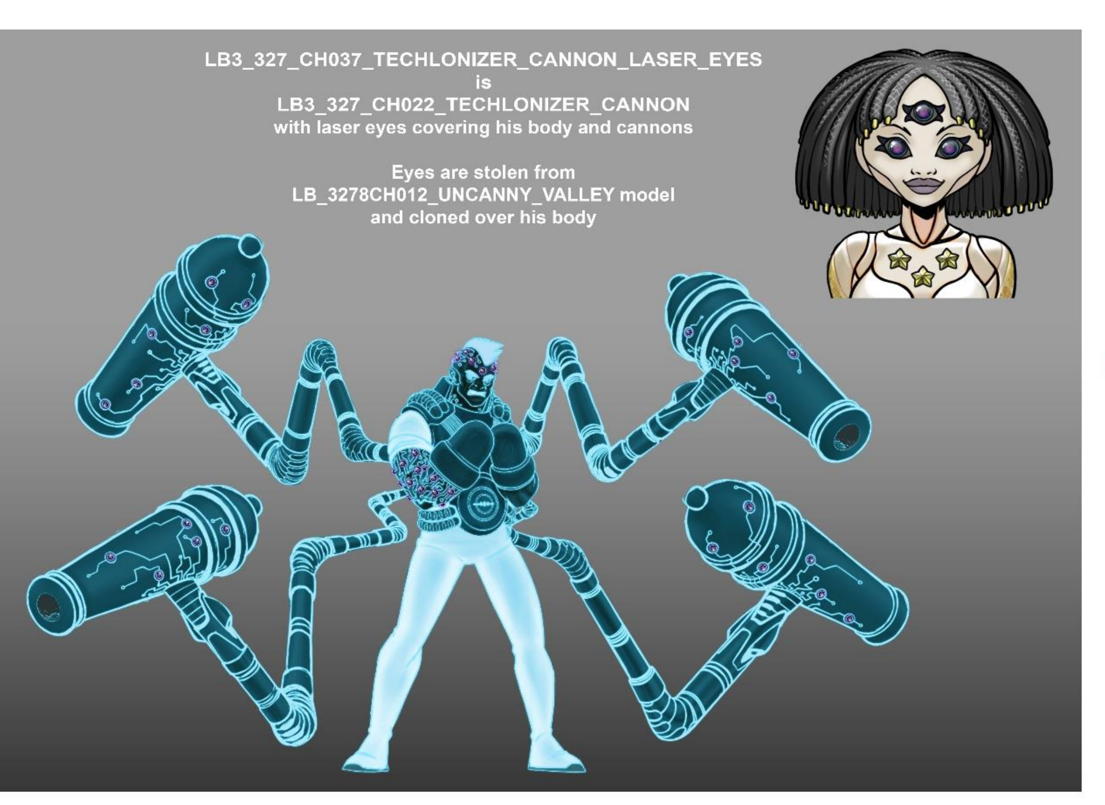


Laser eyes are spread on head, arms and cannons
Try as much as possible to stick to stick to the design
and follow the tattoo pattern
On cannons, the pattern is the one of the power manifestation









Camera / Laser eyes
(same as Uncany Valley)

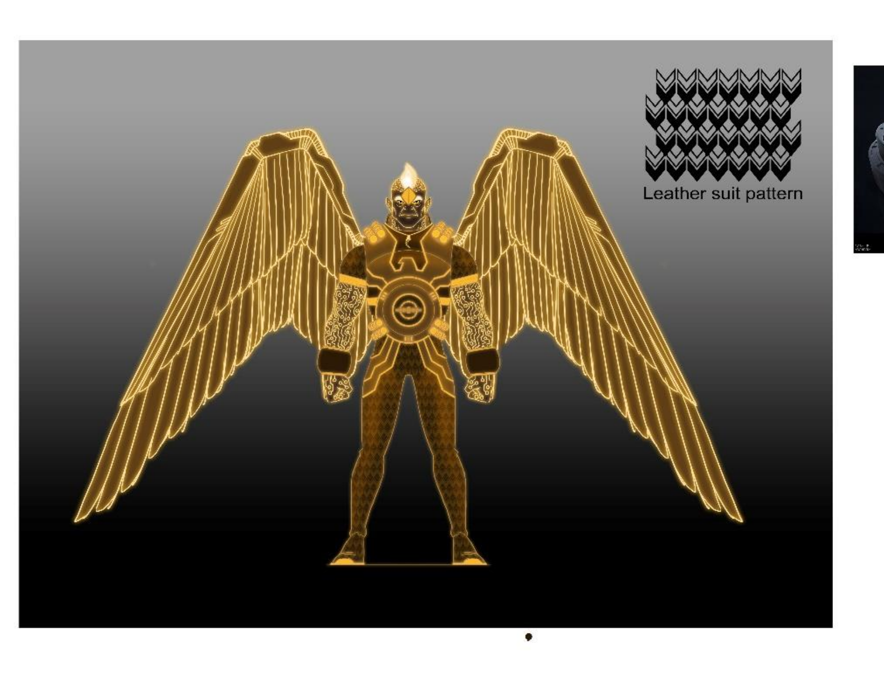
Dark metal texture for vest & robotic arms

Dark skin, bright hair and clothes

Glowing silhouette
Patterns and contours are luminescent



2020/01/24
LB3_327_CH037_TECHLONIZER
_CANNON_LASER_EYES



Brown metal cuffs, armor and wings

Gold articulated links

Gold plate on forehead as Beak

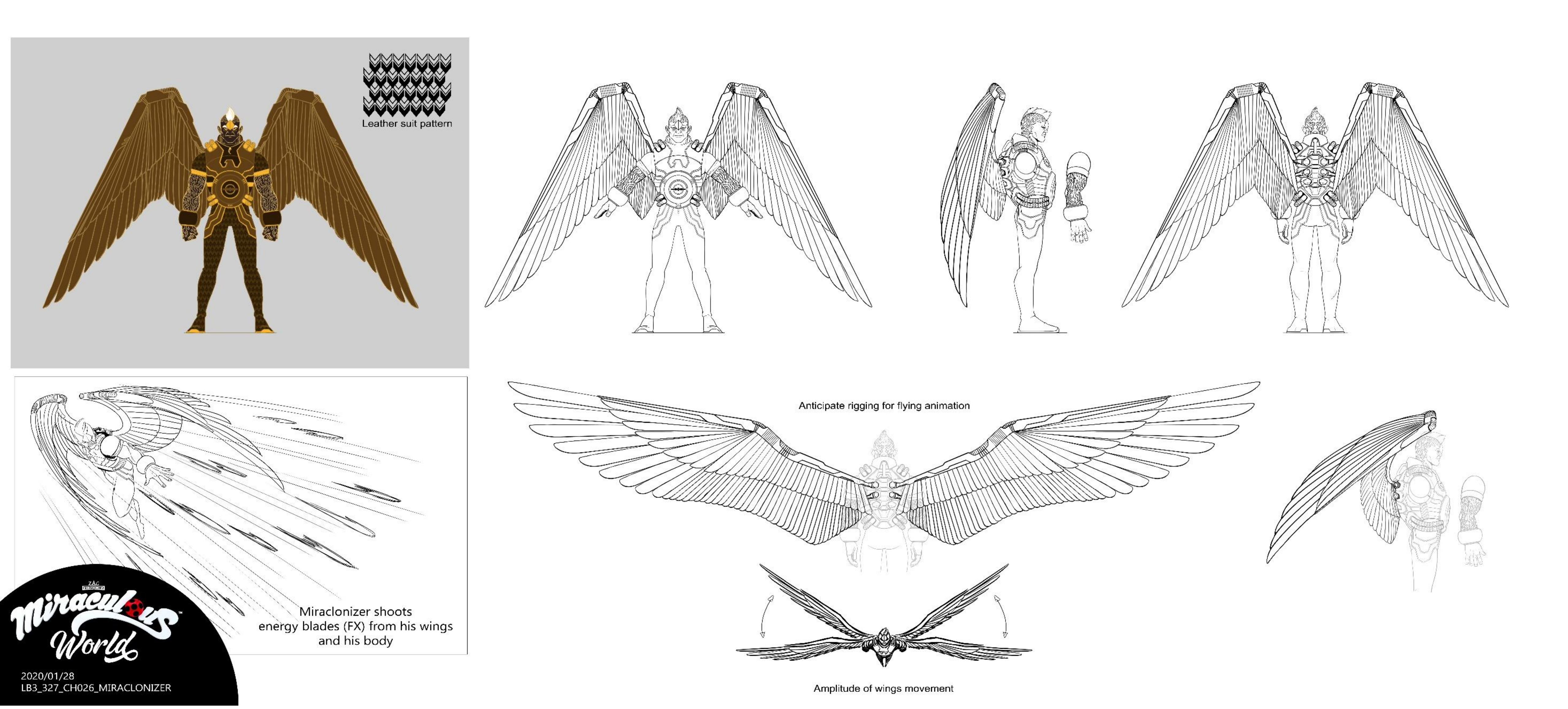
Brown leather suit

Gold Metal

Glowing Light



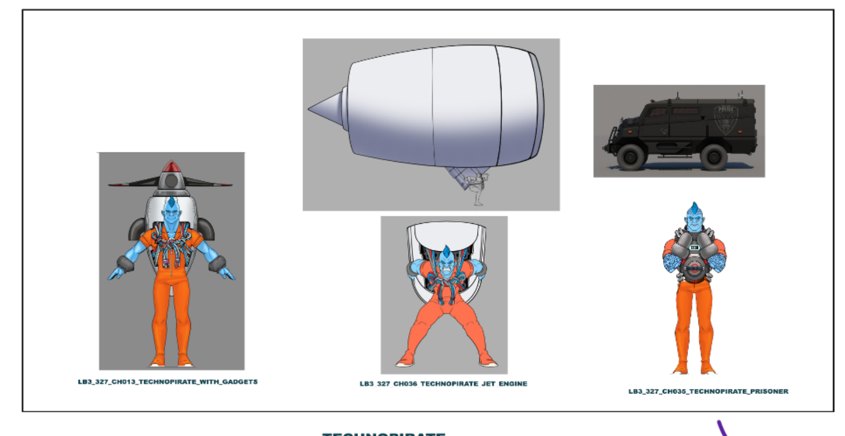
2020/01/28
LB3_327_CH026_MIRACLONIZER


Leather suit pattern
Anticipate rigging for flying animation
Amplitude of wings movement
Miraclonizer shoots
energy blades (FX) from his wings
and his body
Miraculous World
2020/01/28
LB3_327_CH026_MIRACLONIZER


ZAG HEROEZ
Miraculous™
World
20/06/03
LB3_327_CH043_MIRACLONIZER_NO_WING

Marinette's model is for Size Reference only Not to be modelled

SIZE REF

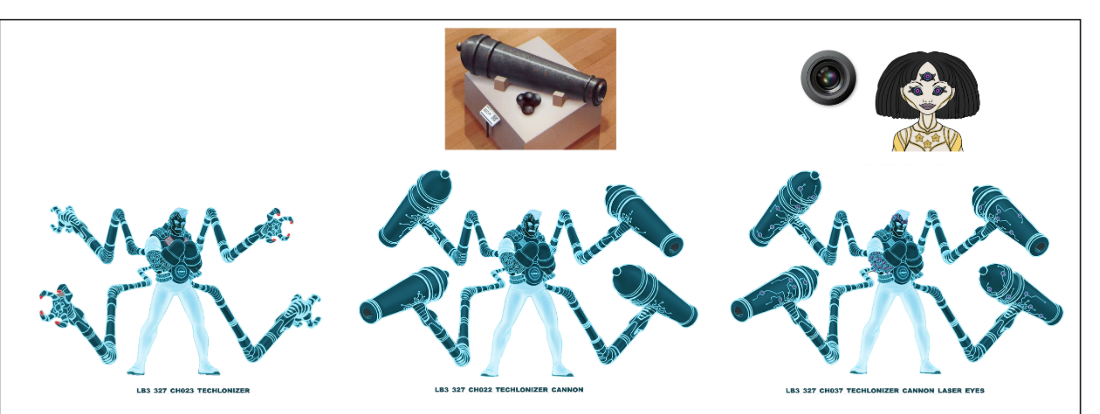


TECHNOPIRATE



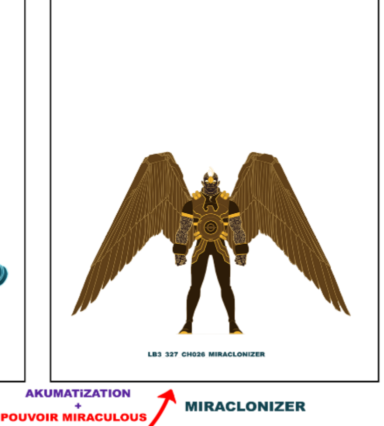


AKUMA



TECHLONIZER

AKUMATiZATION
+
POUVOIR MIRACULOUS



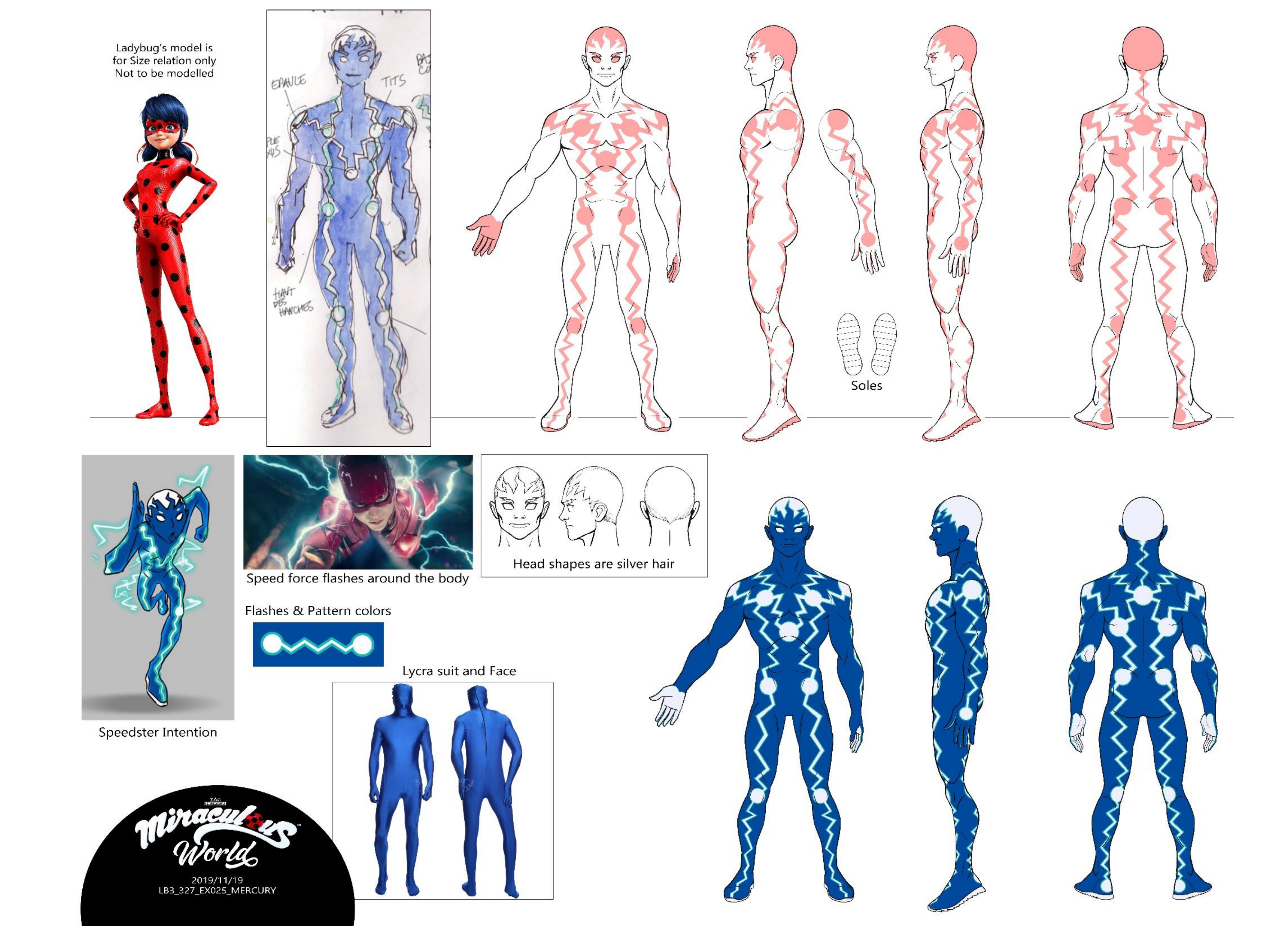
MIRACLONIZER



EAGLE_CLAW_NECKLACE






Ladybug's model is
for Size relation only
Not to be modelled
EPAULE
TITS
HAUT DES HANCHES
Soles
Speedster Intention
Speed force flashes around the body
Head shapes are silver hair
Flashes & Pattern colors
Lycra suit and Face
Miraculous World
2019/11/19
LB3_327_EX025_MERCURY

shading reference for the body.

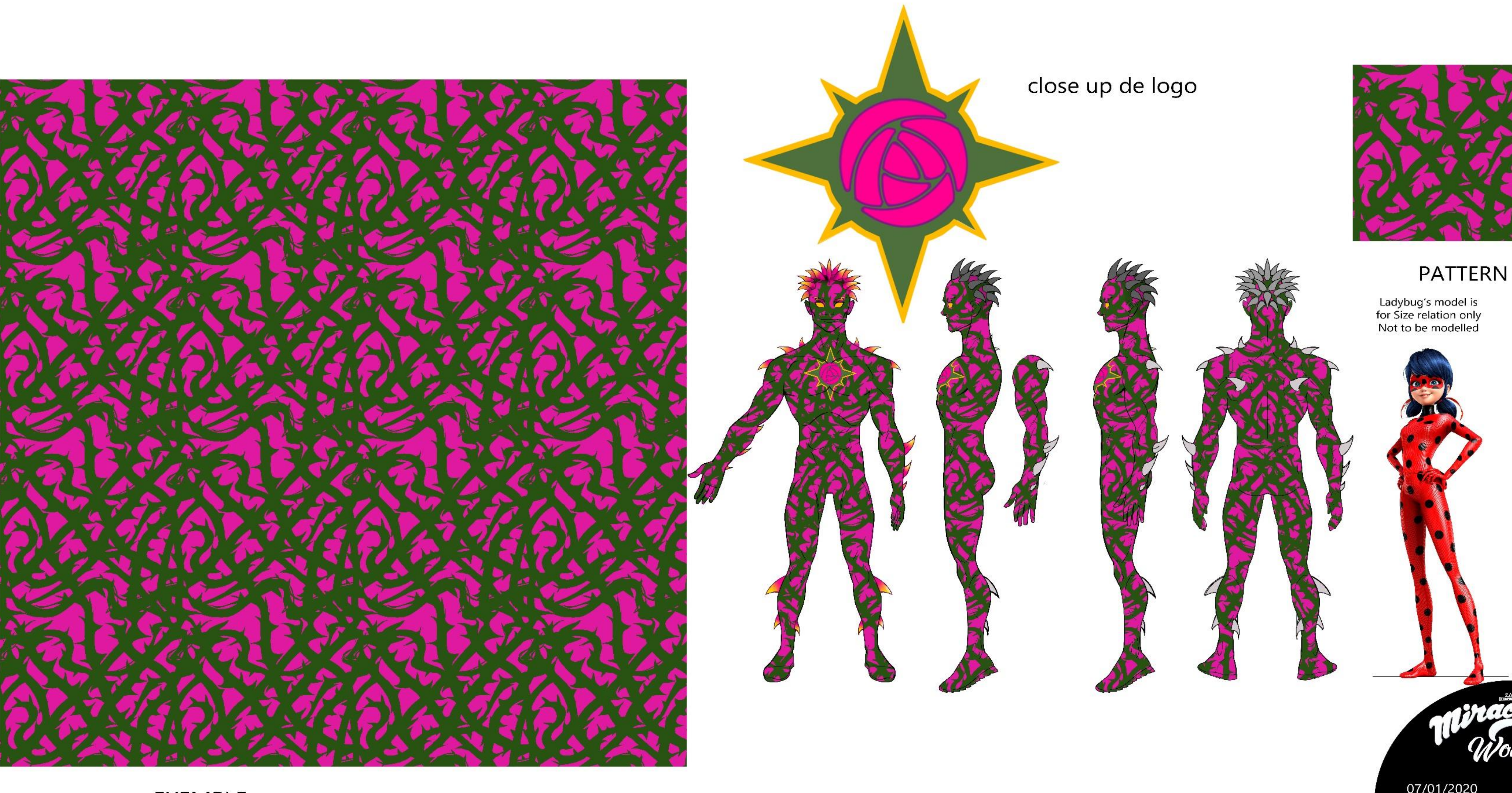
shading reference for the hair and the other thorns.

Shading reference for the bramble.

shadind reference for golden eye.

same material as the body.

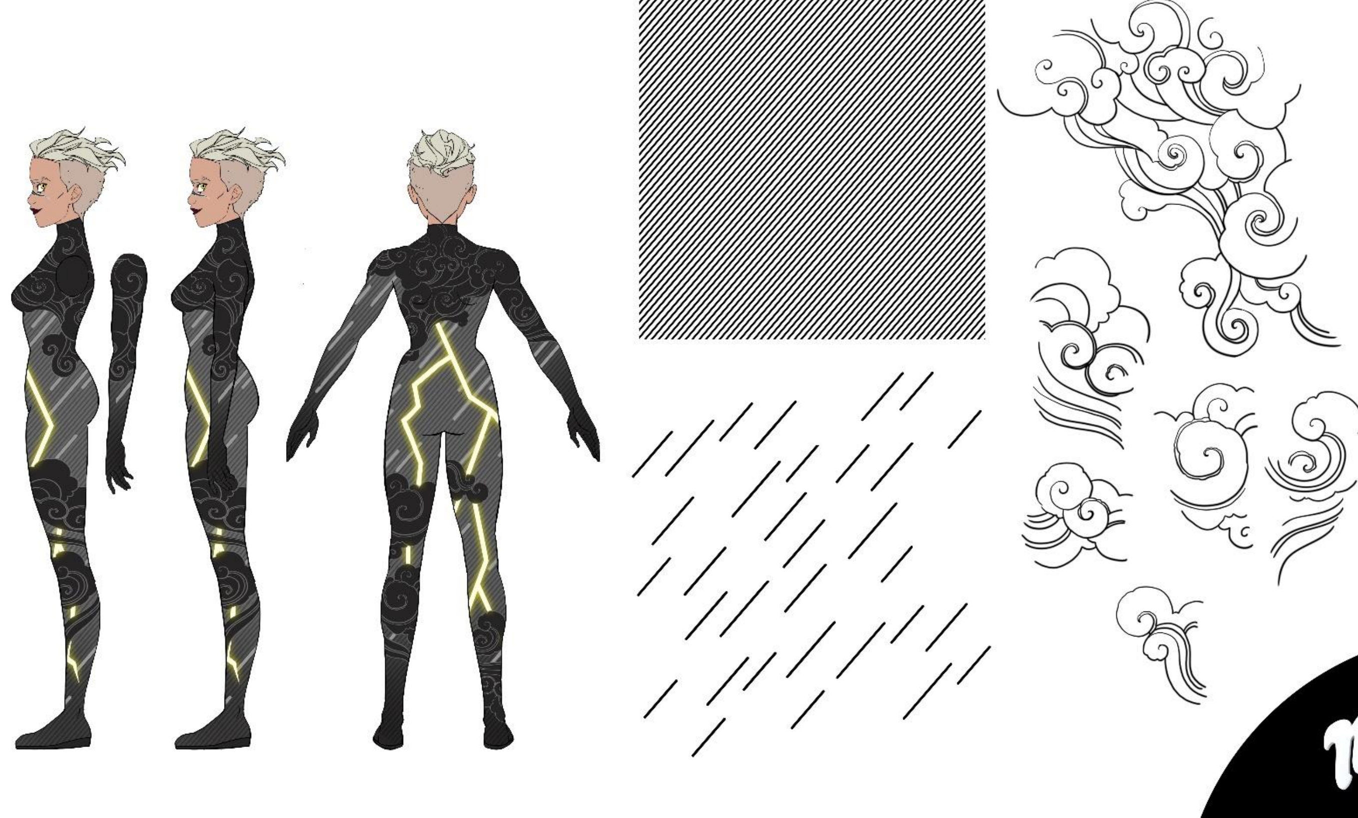



close up de logo
PATTERN
Ladybug's model is
for Size relation only
Not to be modelled
EXEMPLE
Miraculous World
07/01/2020
LB3_327_EX_026_THORN



STING
GRADIENT
Use Mercury's body template
(LB3_327_EX025_MERCURY)
for model and rigging
Change texture &
Head for Helmet
PAPER
WASP
YELLOW
JACKET
GRADIENT
Soles
Shiny plastic suit and helmet
Eyes texture
Grid Costume texture
Soles
Miraculous
World
2019/11/21
LB3_327_EX027_STING





Haircut

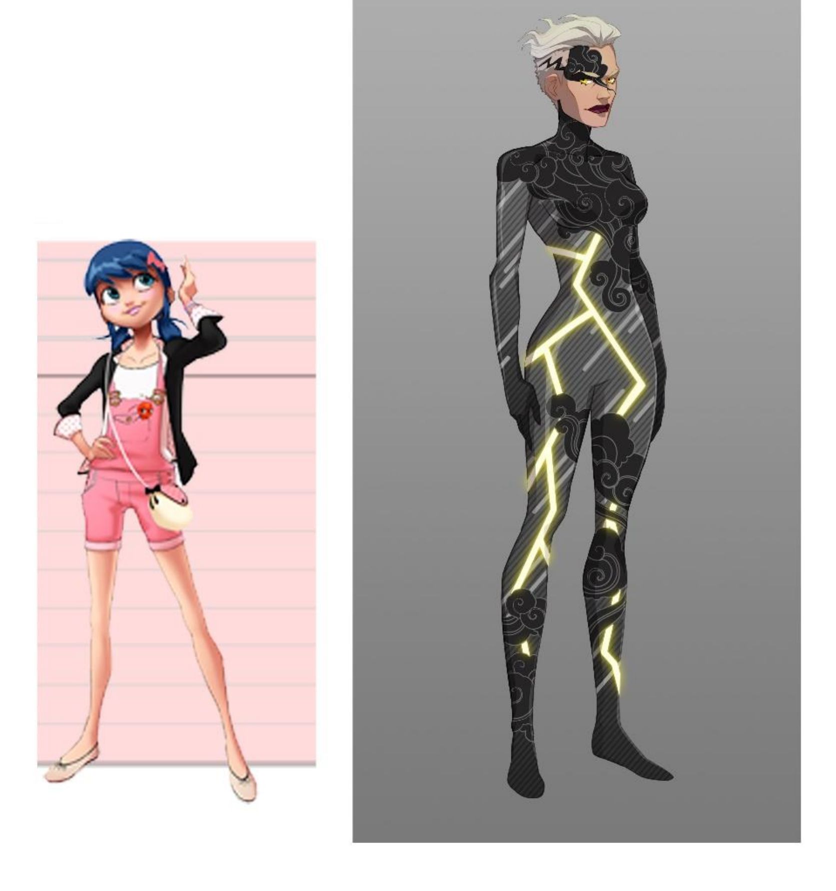
catsuit pattern

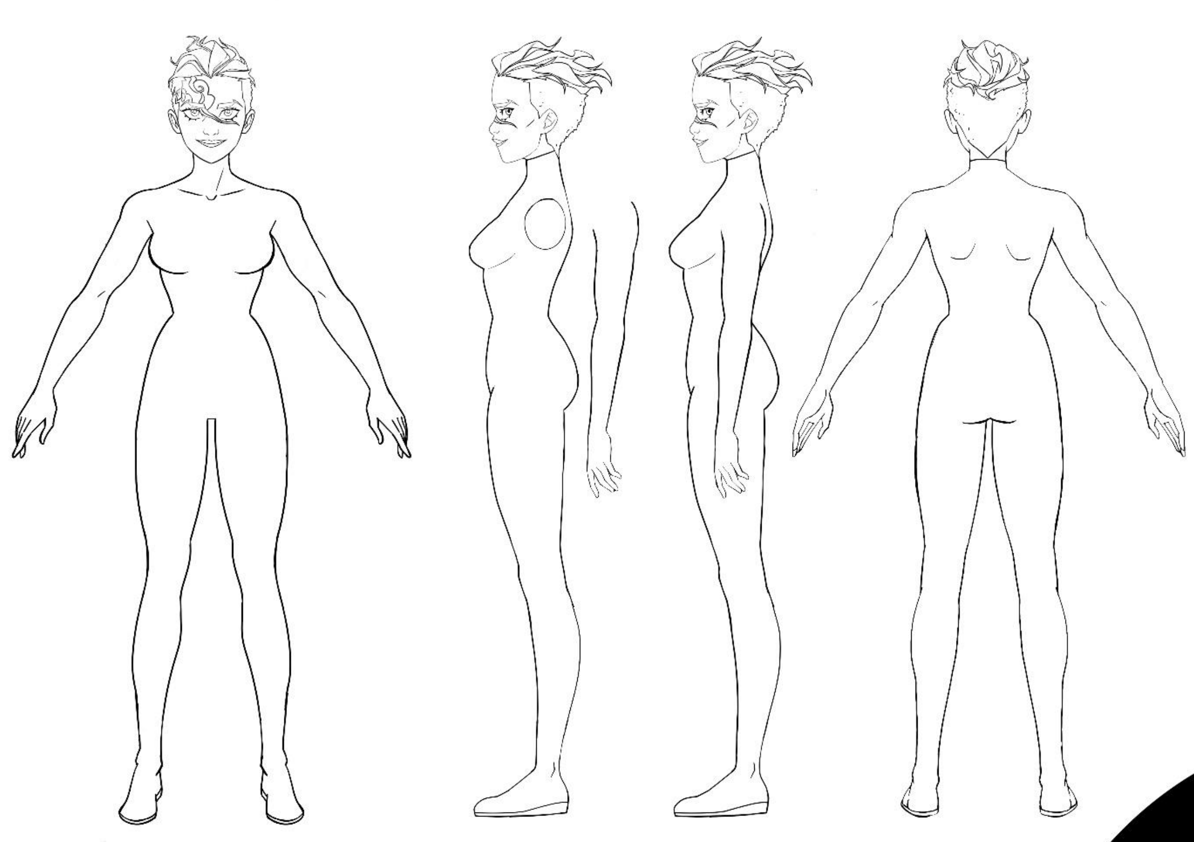
Lightning neon pattern

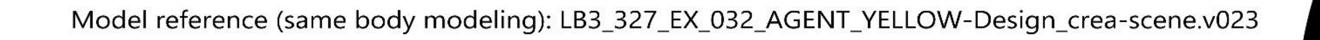
Use this model as reference : for :LB3_327_EX_032_AGENT_YELLOW-Design_crea-scene.v023 (same modeling)

Miraculous World

22/01/20
LB3_327_EX030_HURRICANE_TEXTURE







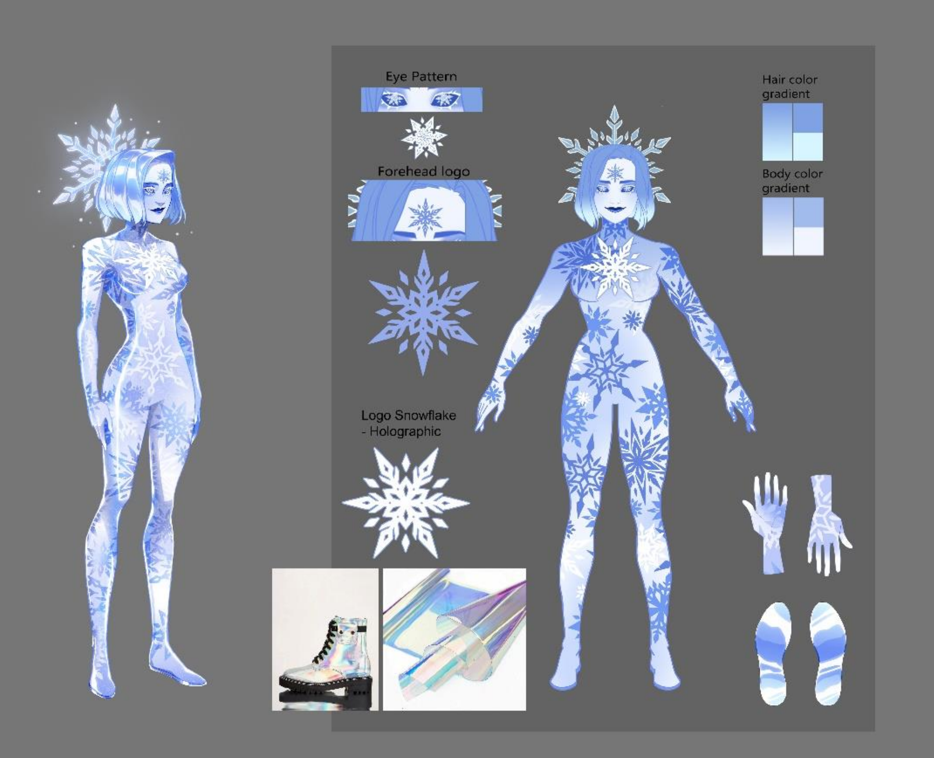
Model reference (same body modeling): LB3_327_EX_032_AGENT_YELLOW-Design_crea-scene.v023

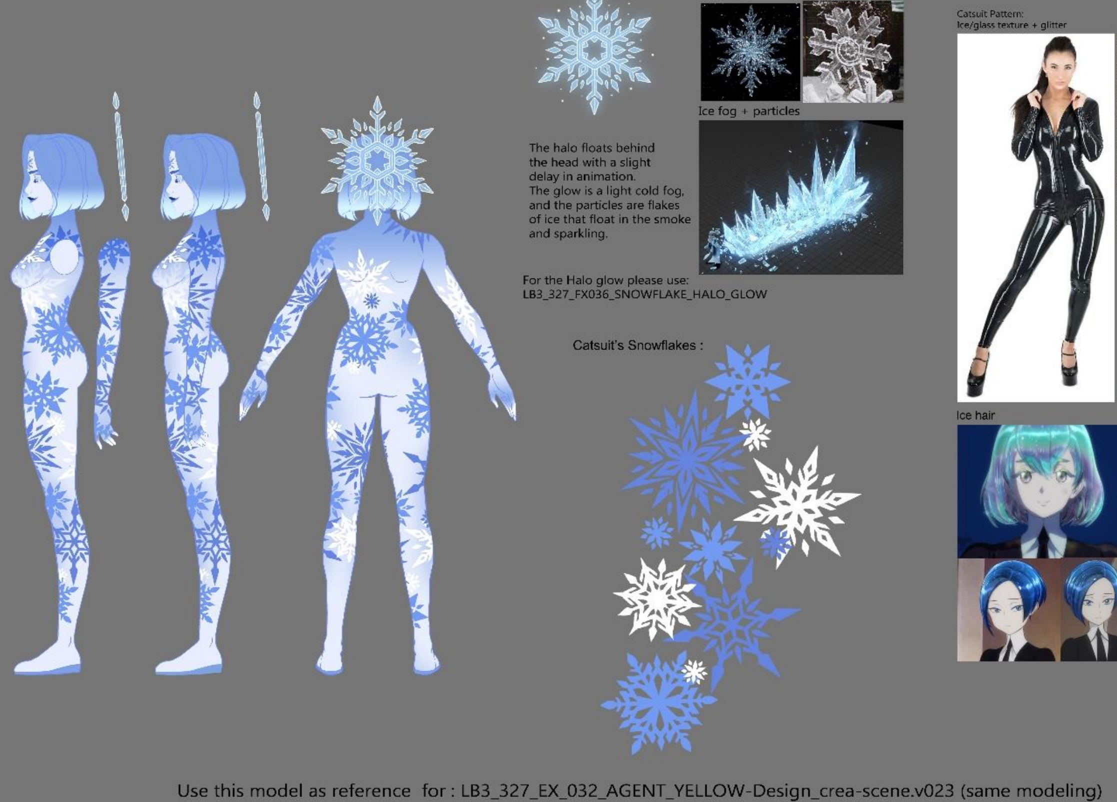
ZAG HEROEZ

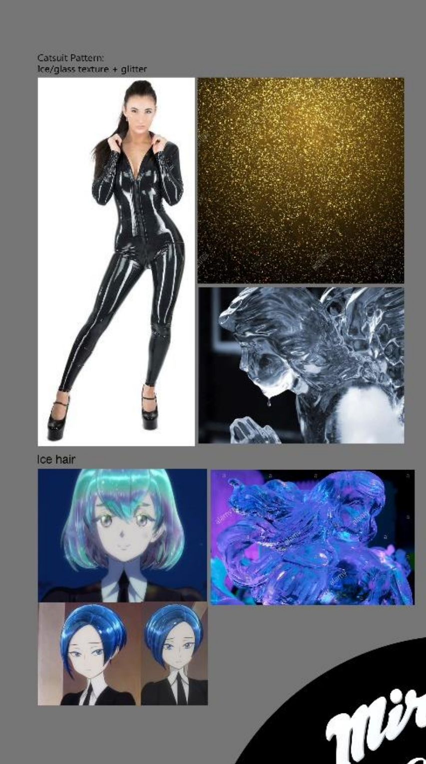
Miraculous World

10/01/20

LB3_327_EX030_HURRICANE_TURN







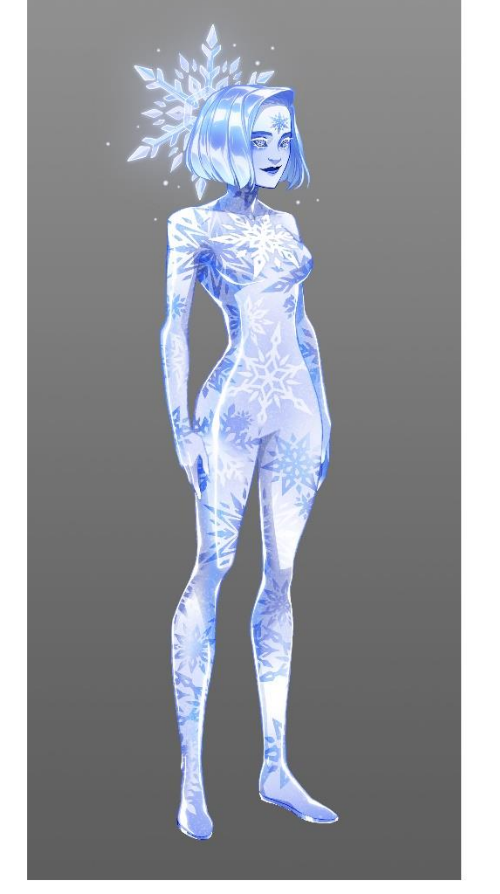
Use this model as reference for : LB3_327_EX_032_AGENT_YELLOW-Design_crea-scene.v023 (same modeling)

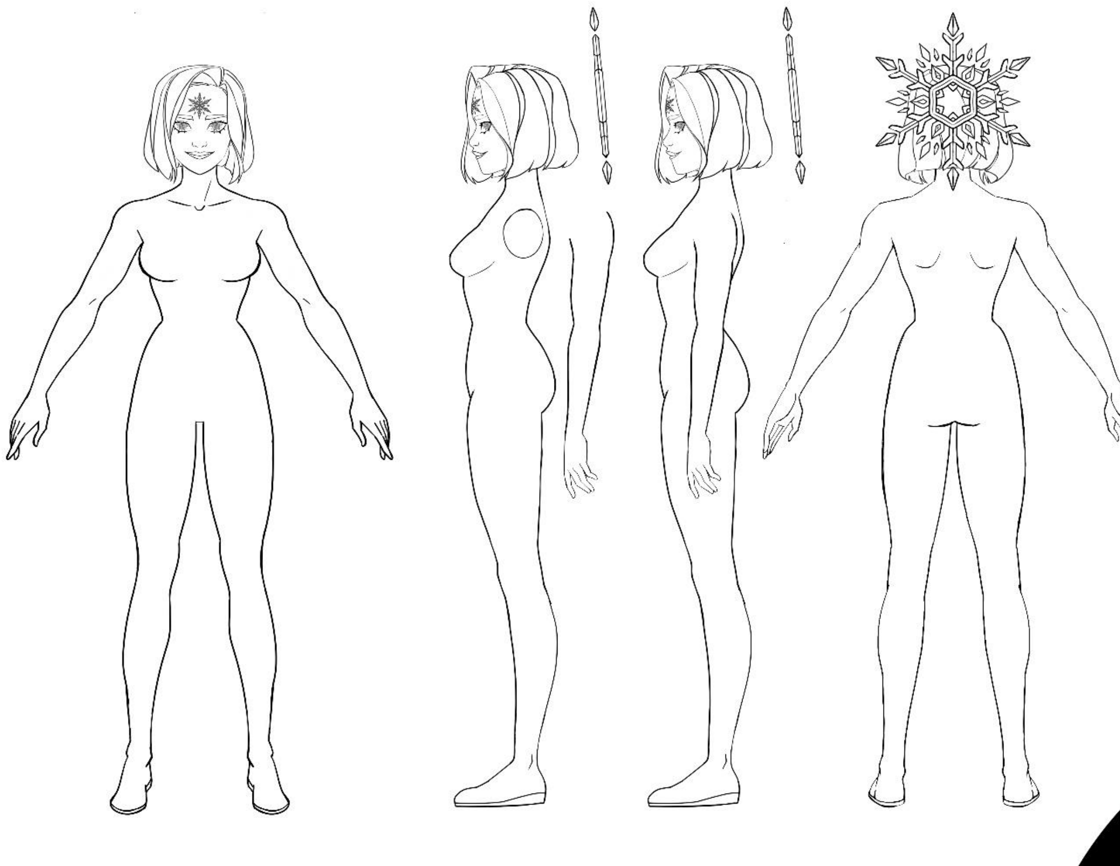
Miraculous World

10/01/20

LB3_327_EX030_SNOWFLAKE_TEXTURE



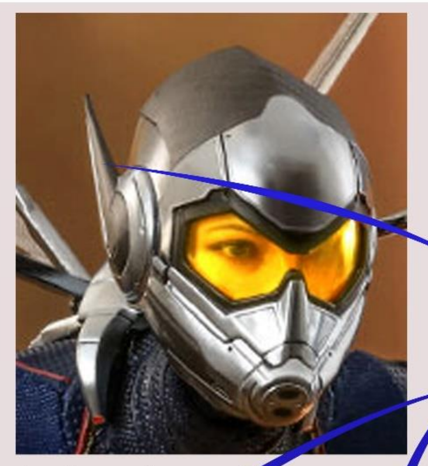




Model reference (same body modeling): LB3_327_EX_032_AGENT_YELLOW-Design_crea-scene.v023



10/01/20
LB3_327_EX030_SNOWFLAKE_TURN



shading reference for the part of metal of helmet





shading reference for the stripe

AGENT YELLOW



shading reference for the belt and the other part of very thin metal (have to be DELICATE)

shading reference of visor



shading reference bump

shading refeence for couleur and specular







shading reference for sole



02/01/2020

LB3_327_EX032_AGENT_YELLOW_TEXTURE

AGENT YELLOW

close up of logo



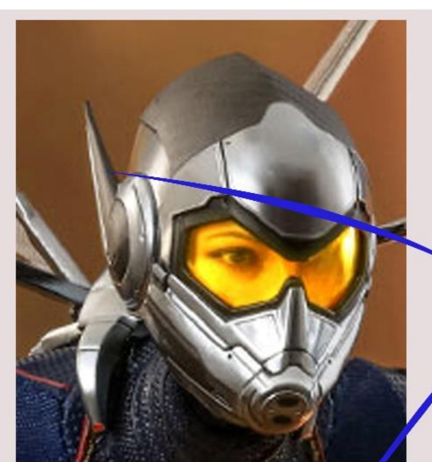
sole

AGENT YELLOW IS THE SAME MODEL AS AGENT BLUE AND AGENT RED. ONLY THE COLORS CHANGE.



02/01/2020

LB3_ 327_EX032_AGENT_YELLOW

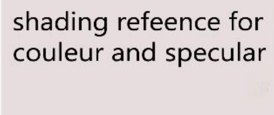


shading reference for the part of metal of helmet

AGENT RED



shading reference of visor

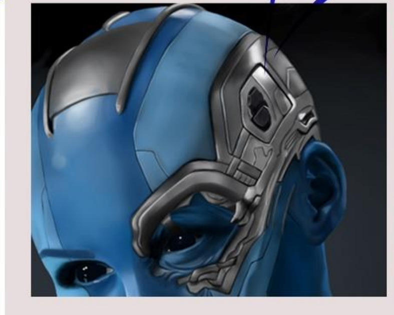


shading refeence for couleur and specular





hading reference the stripe



shading reference for the belt and the other part of very thin metal (have to be DELICATE)



shading reference bump

ZAG HEROEZ

Miraculous World

02/01/2020

LB3_ 327_EX033_AGENT_RED- TEXTURE

AGENT RED

close up of logo

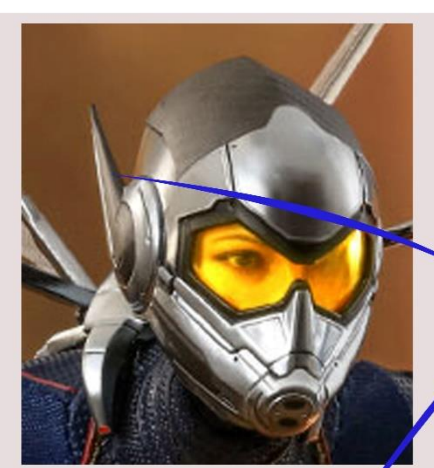


sole



AGENT RED IS THE SAME MODEL AS AGENT BLUE AND AGENT YELLOW. ONLY THE COLORS CHANGE.





shading reference for the part of metal of helmet

AGENT BLUE



shading reference of visor



shading refeence for couleur and specular





shading reference for the stripe



shading reference for the belt and the other part of very thin metal (have to be DELICATE)



shading reference bump



02/01/2020

LB3_ 327_EX034_AGENT_BLUE- TEXTURE

close up of logo

AGENT BLUE

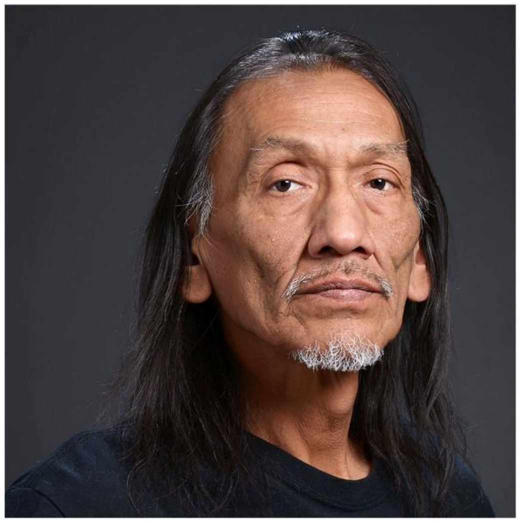


sole





Native American



Dark/Black eyes



Shader / Texture

The **eyebrows** are in **PaintFx** from the mesh, as the character Damocles example here :



Eyebrows protruding from the face



Ivory Ear plugs





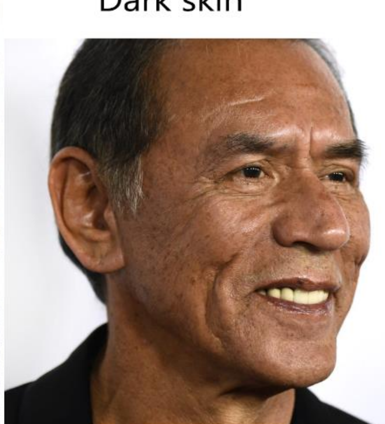


Hair color reference





Dark skin



beauty mole



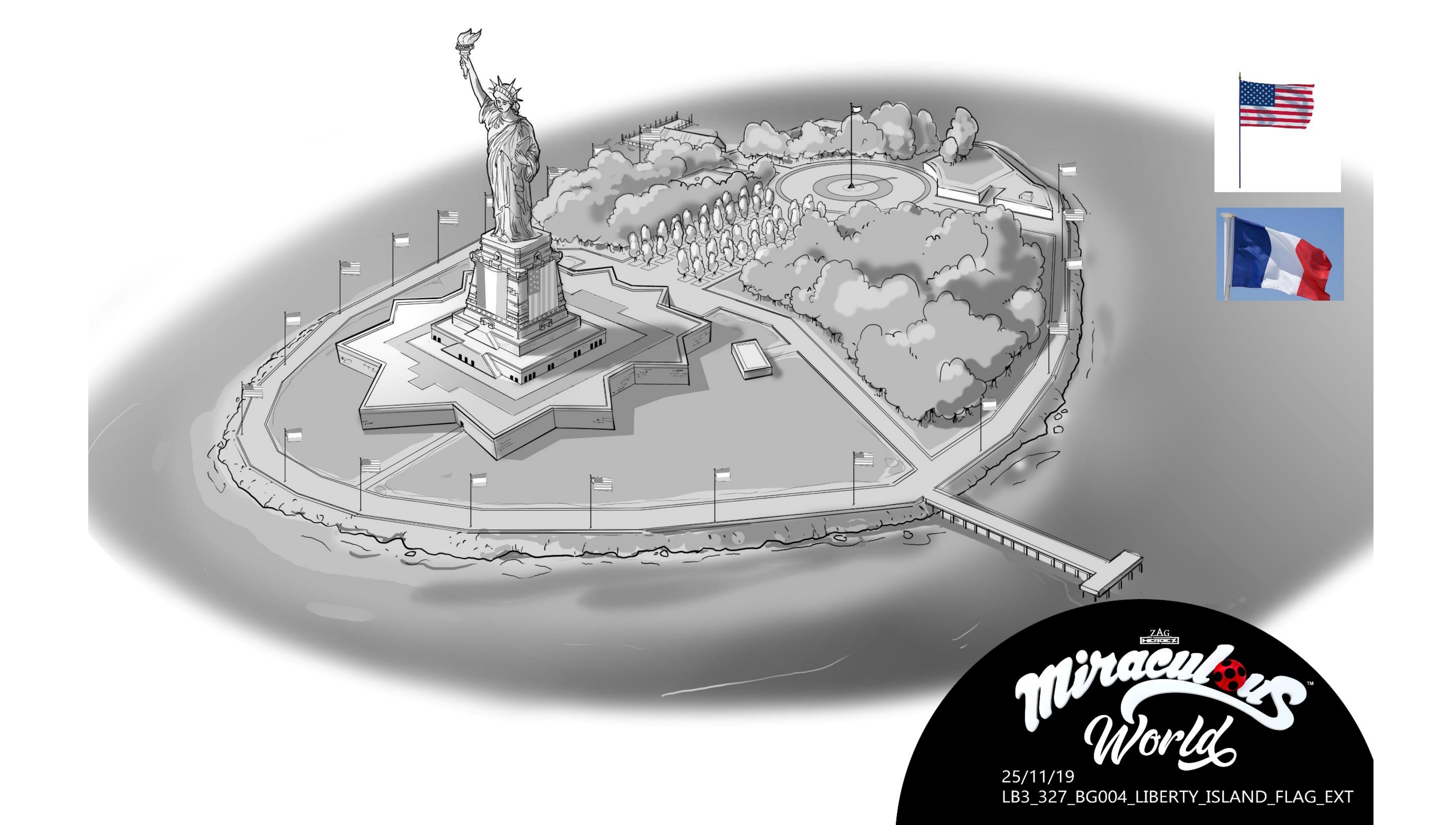
2020/04/09
LB3_328_CH015_MIRACULOUS_GUARDIAN_MONK

RE-USE OF LB4_406_CH001_GRAND_MASTER_SUHAN
SAME CHARACTER BUT WITH DIFFERENT HEAD AND SKIN COLOR
REMOVE THE TREAD UNDER THE SHOES



19/11/28
LB3_327_CH015_MIRACULOUS_GUARDIAN_MONK




ZAG HEROEZ
Miraculous World
25/11/19
LB3_327_BG004_LIBERTY_ISLAND_FLAG_EXT



19/12/19
LB3_327_BG004_LIBERTY_ISLAND_EXT







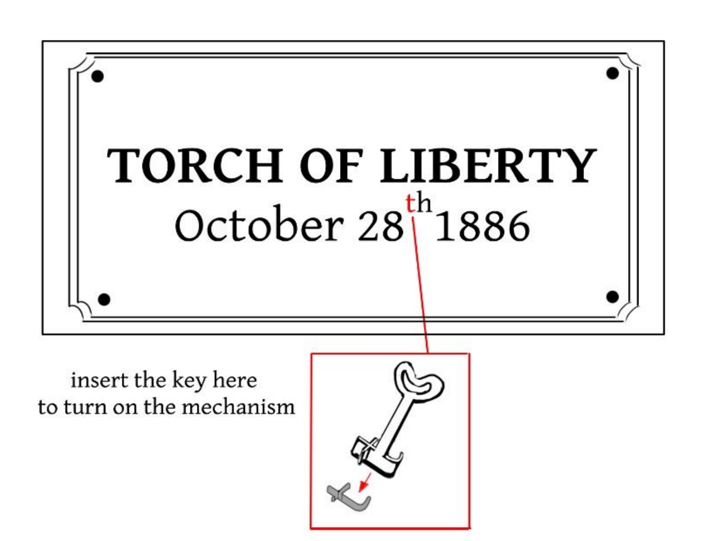




19/12/19
LB3_327_BG004_LIBERTY_ISLAND_EXT

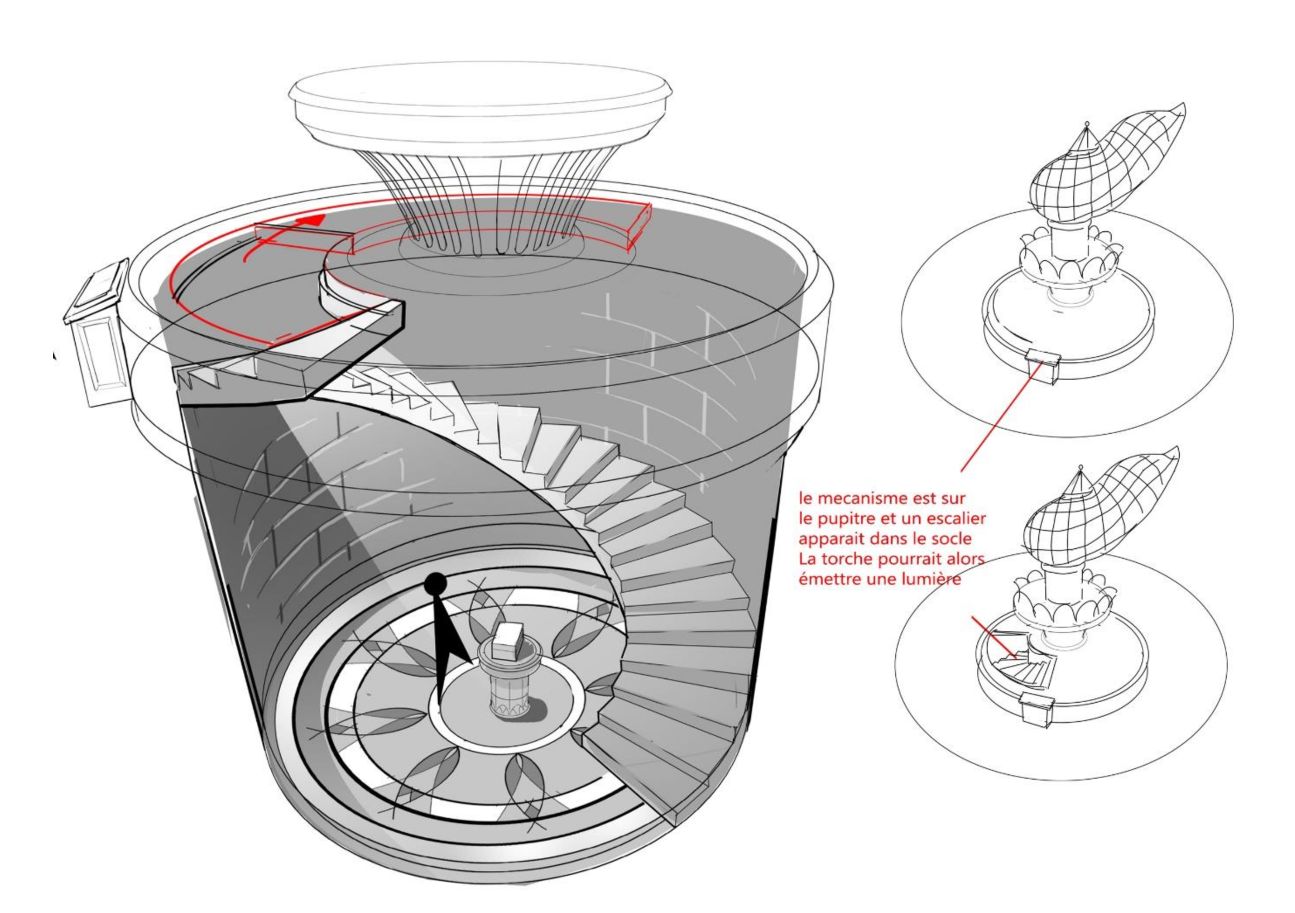


ZAG HEROEZ
Miraculous World
28/11/19
LB3_327_BG004_LIBERTY_ISLAND_SECRET_ROOM_INT_01

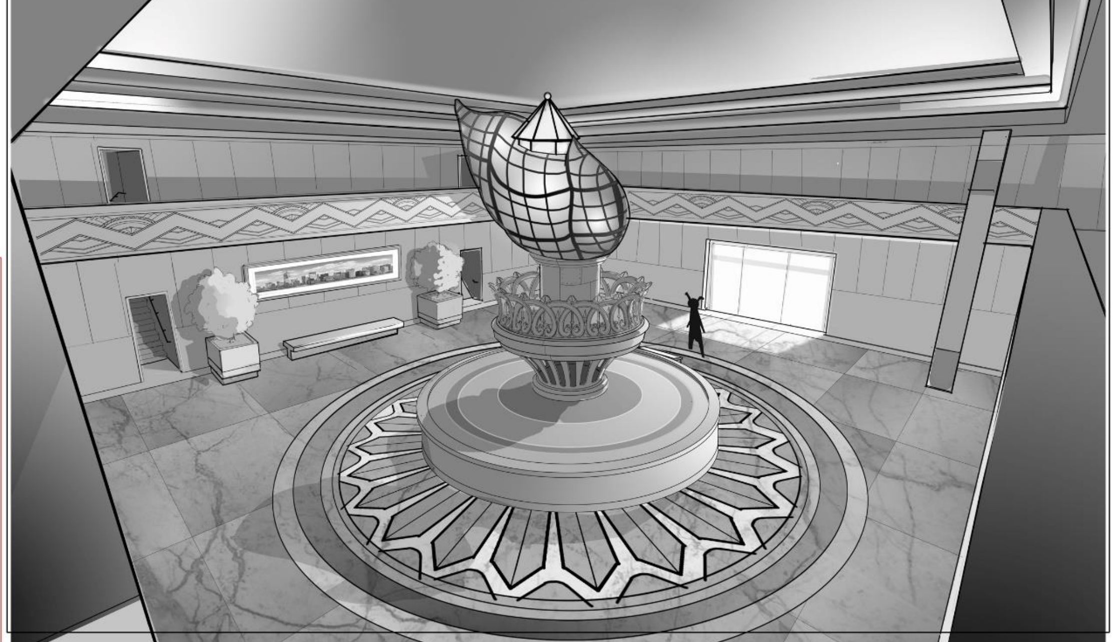

TORCH OF LIBERTY
October 28th 1886
insert the key here
to turn on the mechanism




ZAG
HEROEZ
Miraculous
World
28/11/19
LB3_327_BG004_LIBERTY_ISLAND_SECRET_ROOM_INT_03

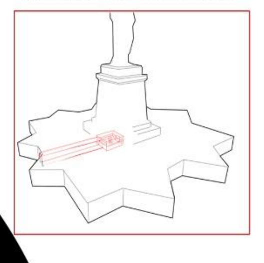


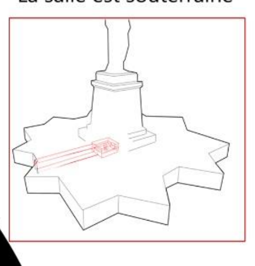


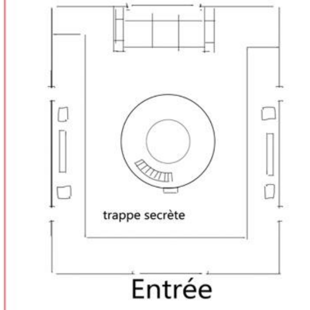




La salle est souterraine







ZAG HEROEZ

Miraculous World

28/11/19

LB3_327_BG004_LIBERTY_ISLAND_SECRET_ROOM_INT


ZAG HEROEZ
Miraculous™
World
19/12/19
LB3_327_BG023_LIBERTY_ISLAND_INT

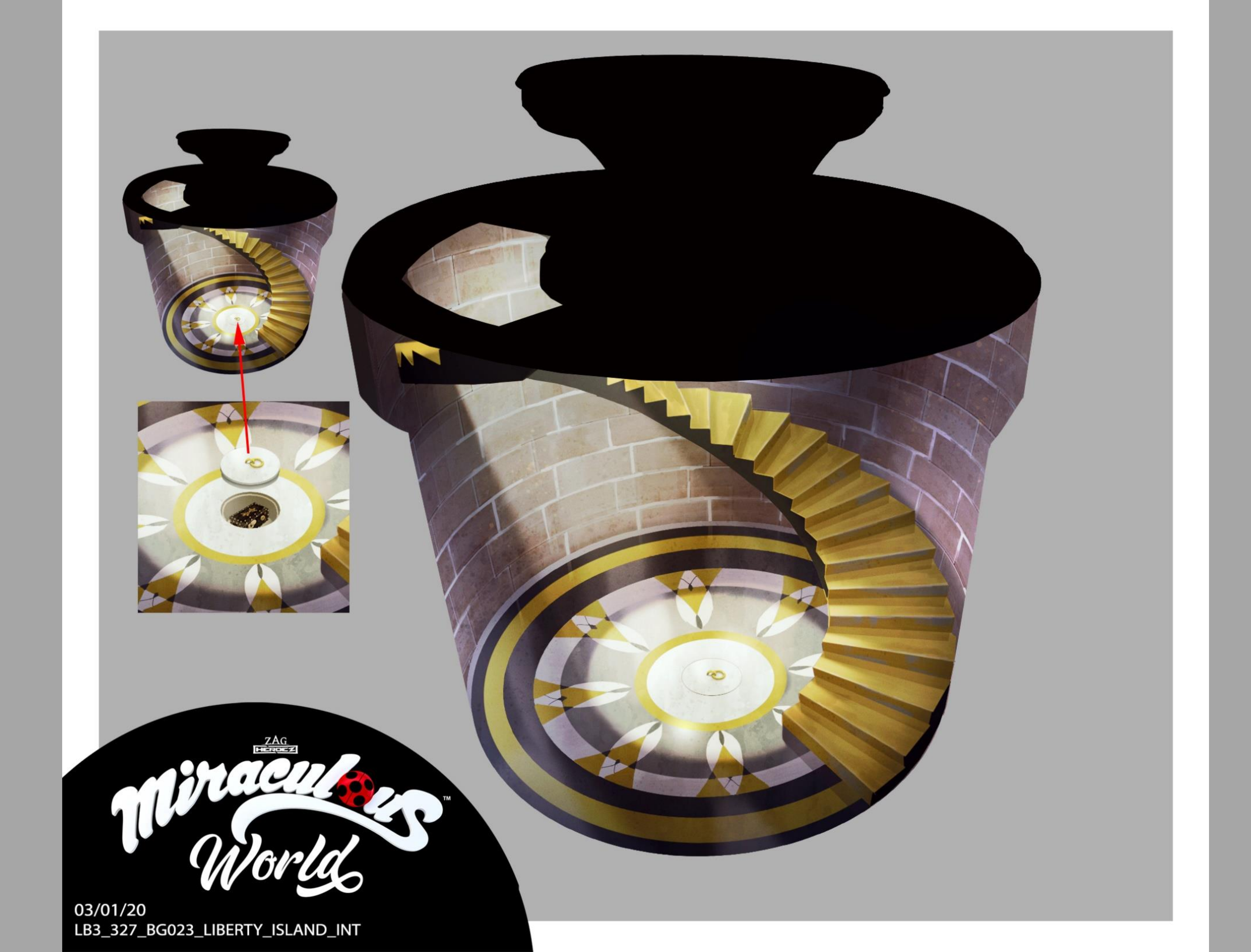


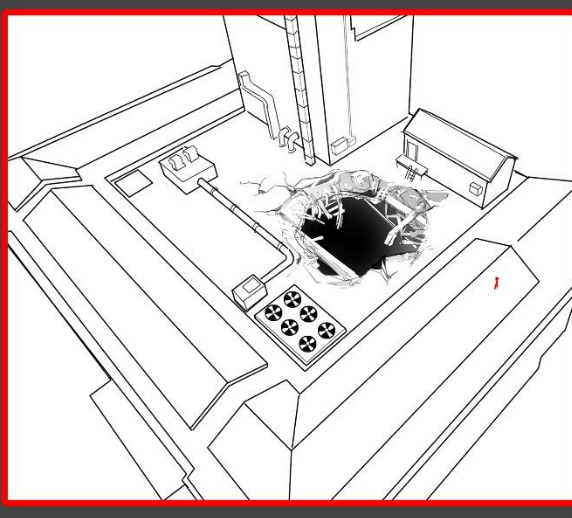


Miraculous World
19/12/19
LB3_327_BG023_LIBERTY_ISLAND_INT

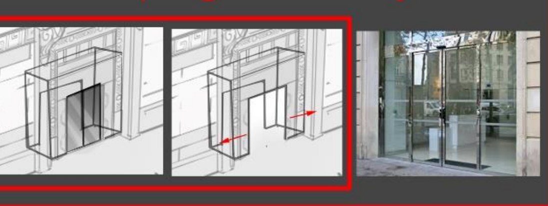


TORCH OF LIBERTY
October 28th 1886
ZAG HEROEZ
Miraculous World
19/12/19
LB3_327_BG023_LIBERTY_ISLAND_INT


ZAG HEROEZ
Miraculous™
World
03/01/20
LB3_327_BG023_LIBERTY_ISLAND_INT

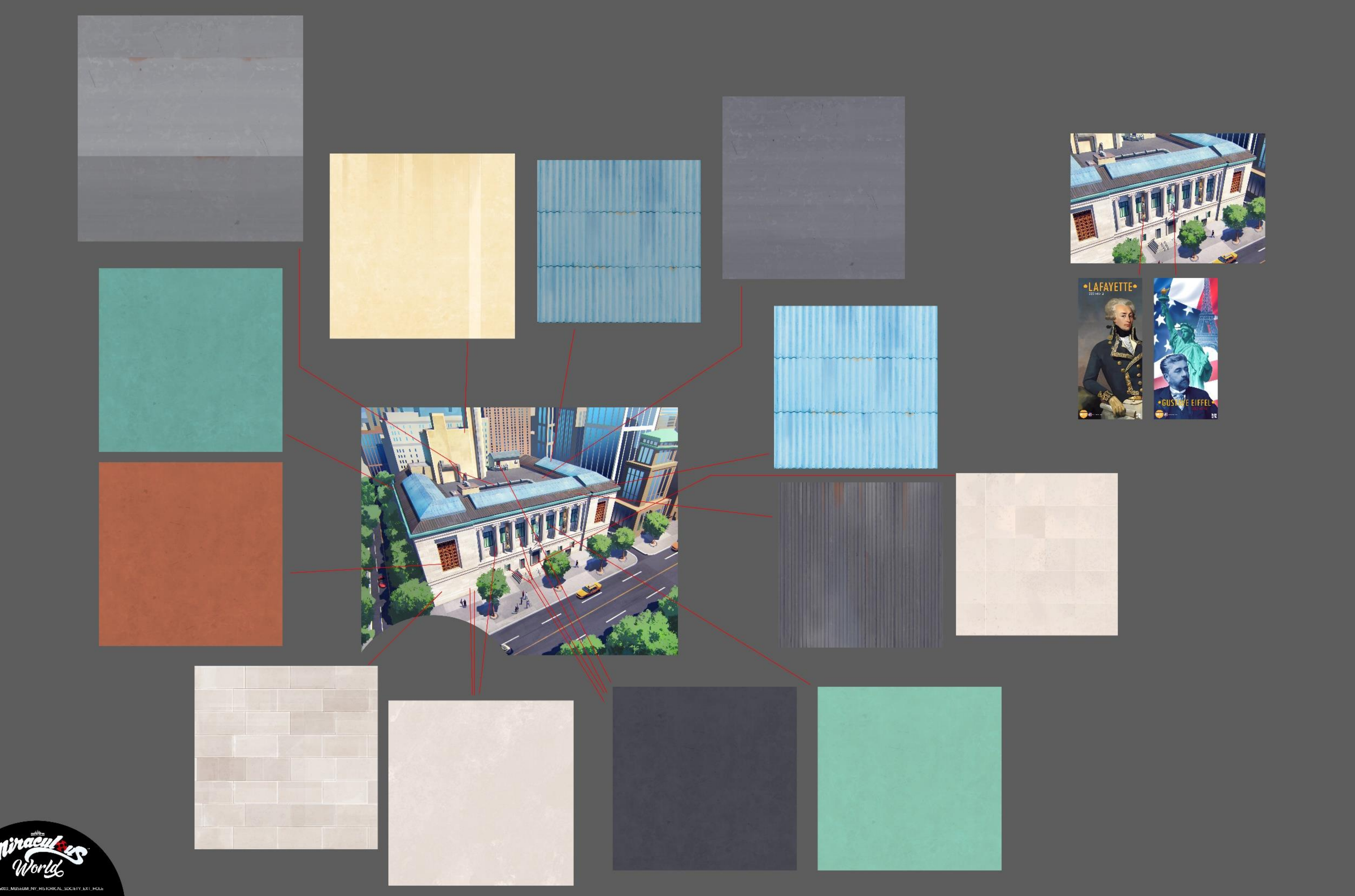


Electrique glass door system





06/12/19
LB3_327_BG005_MUSEUM_NY_HISTORICAL_SOCIETY_EXT_HOLE



•LAFAYETTE•
•GUSTAVE EIFFEL•
Miraculous World
03/01/20
LB3_327_BG005_MUSEUM_NY_HISTORICAL_SOCIETY_EXT_HOLE


ZAG HEROEZ
Miraculous™
World
03/01/20
LB3_327_BG005_MUSEUM_NY_HISTORICAL_SOCIETY_EXT_HOLE



Mayflower boat
Module lunaire
Apollo 11
Miraculous World
06/12/19
LB3_327_BG005_MUSEUM_NY_HISTORICAL_SOCIETY_INT_HALL_03


ZAG HEROEZ
miraculous
World
06/12/19
LB3_327_BG005_MUSEUM_NY_HISTORICAL_SOCIETY_INT_HALL_02


ZAG HEROEZ
miraculous World
06/12/19
LB3_327_BG005_MUSEUM_NY_HISTORICAL_SOCIETY_INT_HALL_01


Miraculous
World

SH762

persp1

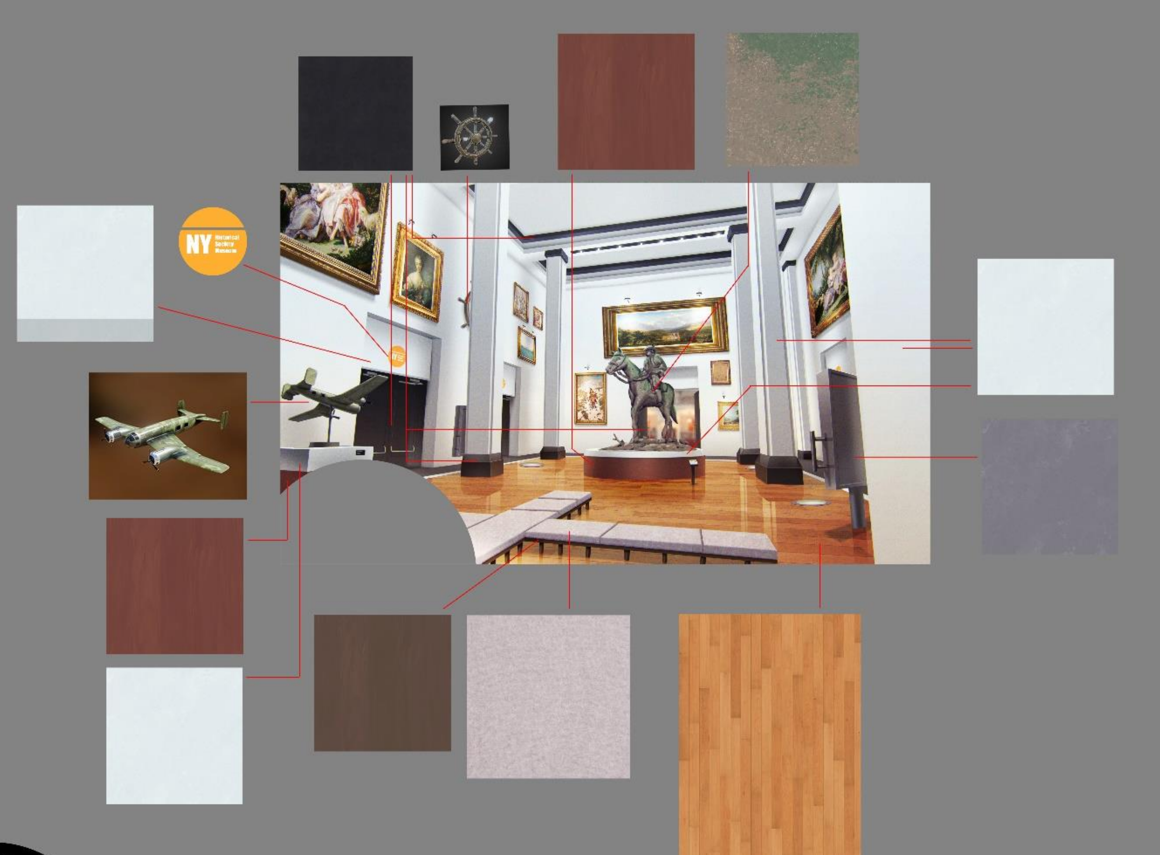
Miraculous World

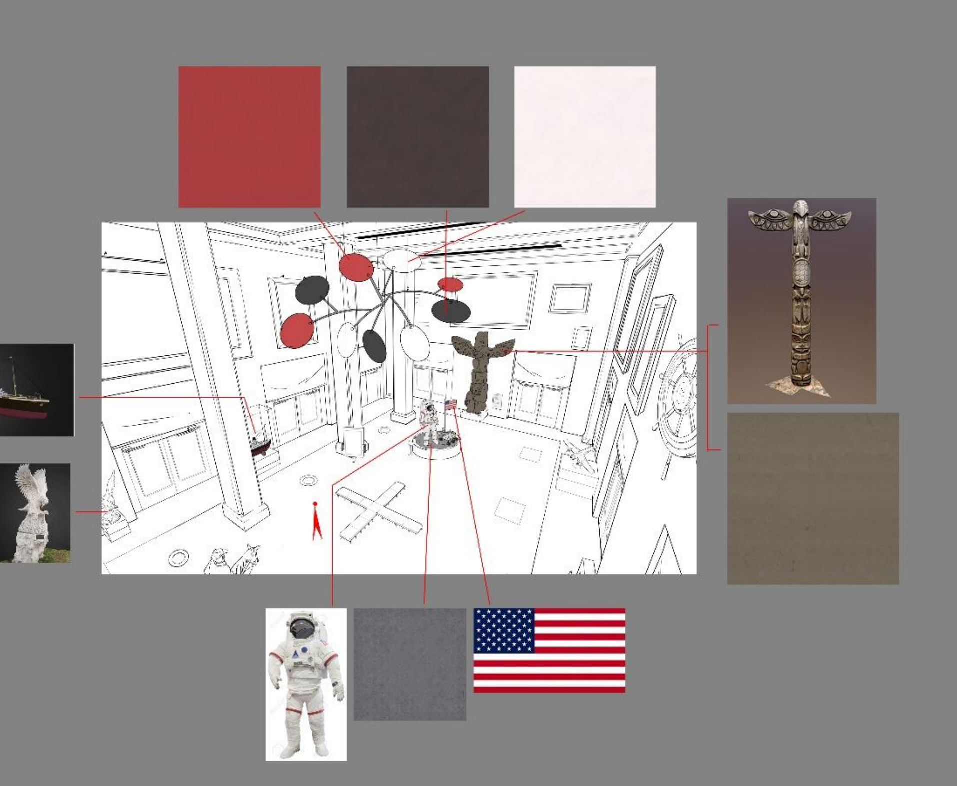
19/11/07
LB3_327_XX000_ASSET_NAME



service door
EIFFEL
GALERIE
LAFAYETTE
COLONNES DETRUITES
HALL
ZAG HEROEZ
Miraculous World
01/01/2020
LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_GALERIE_REVERSE


EIFFEL
GALERIE
LAFAYETTE
COLONNES DETRUITES
HALL
ZAG HEROEZ
Miraculous World
10/01/2020
LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_GALERIE


NY



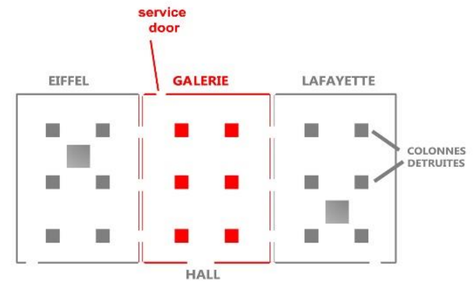

Miraculous
World

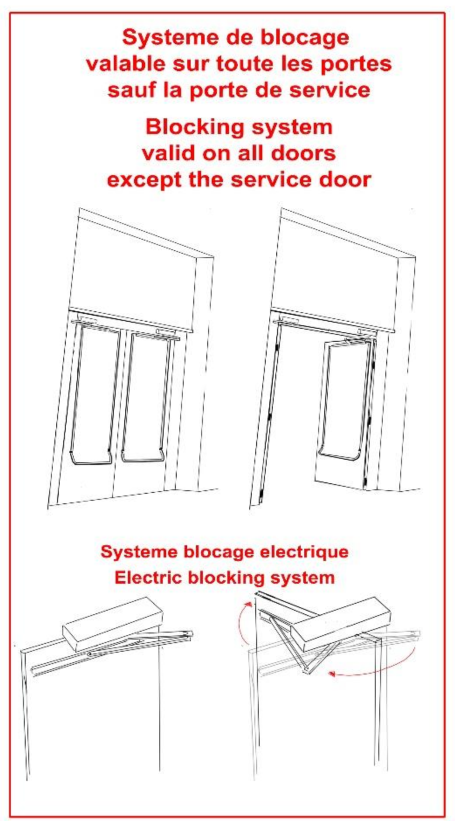
service door

Eiffel room

Lafayette room

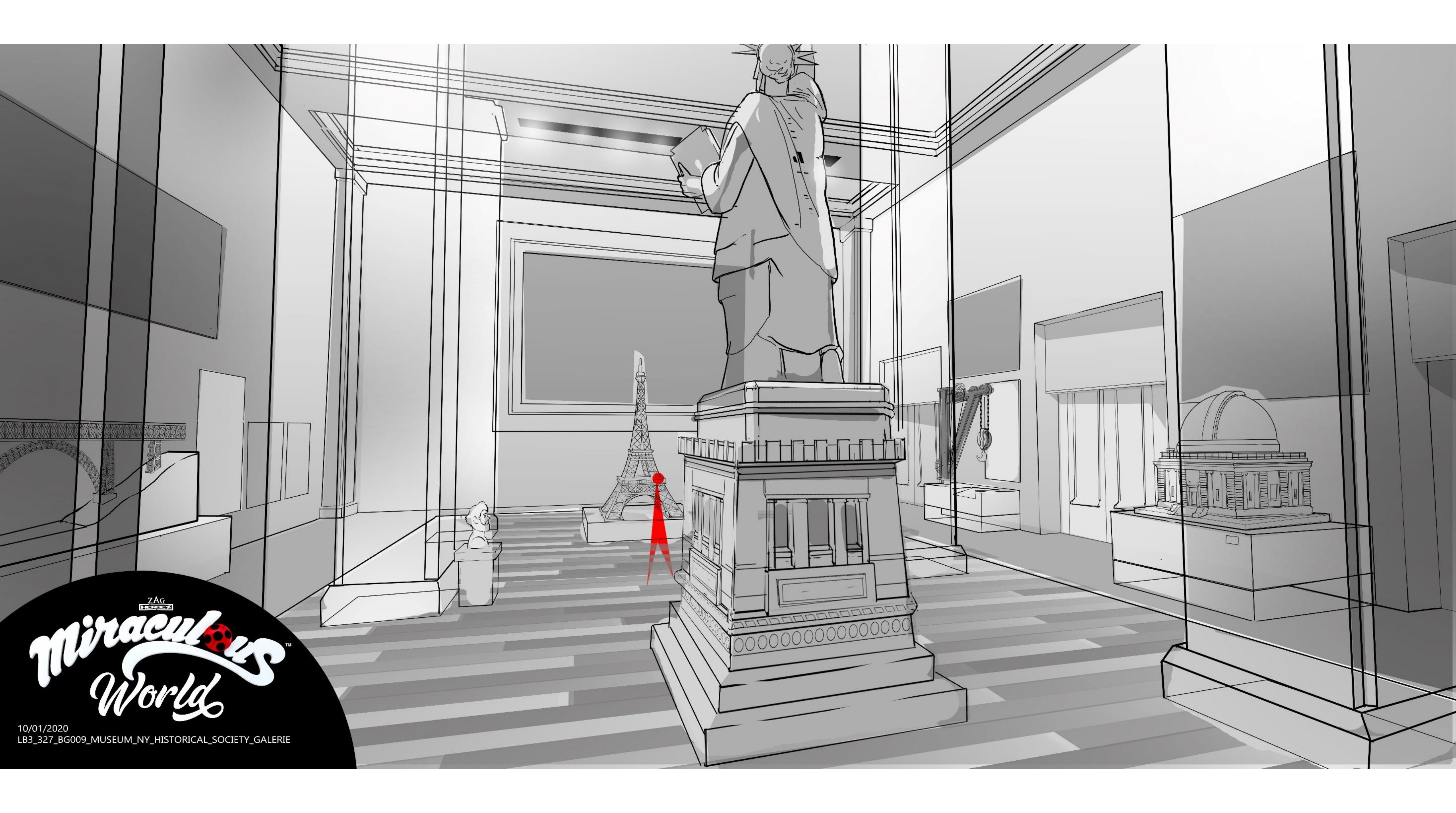
Hall







10/01/2020
LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_GALERIE_REFERENCES


ZAG HEROEZ
Miraculous World
10/01/2020
LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_GALERIE



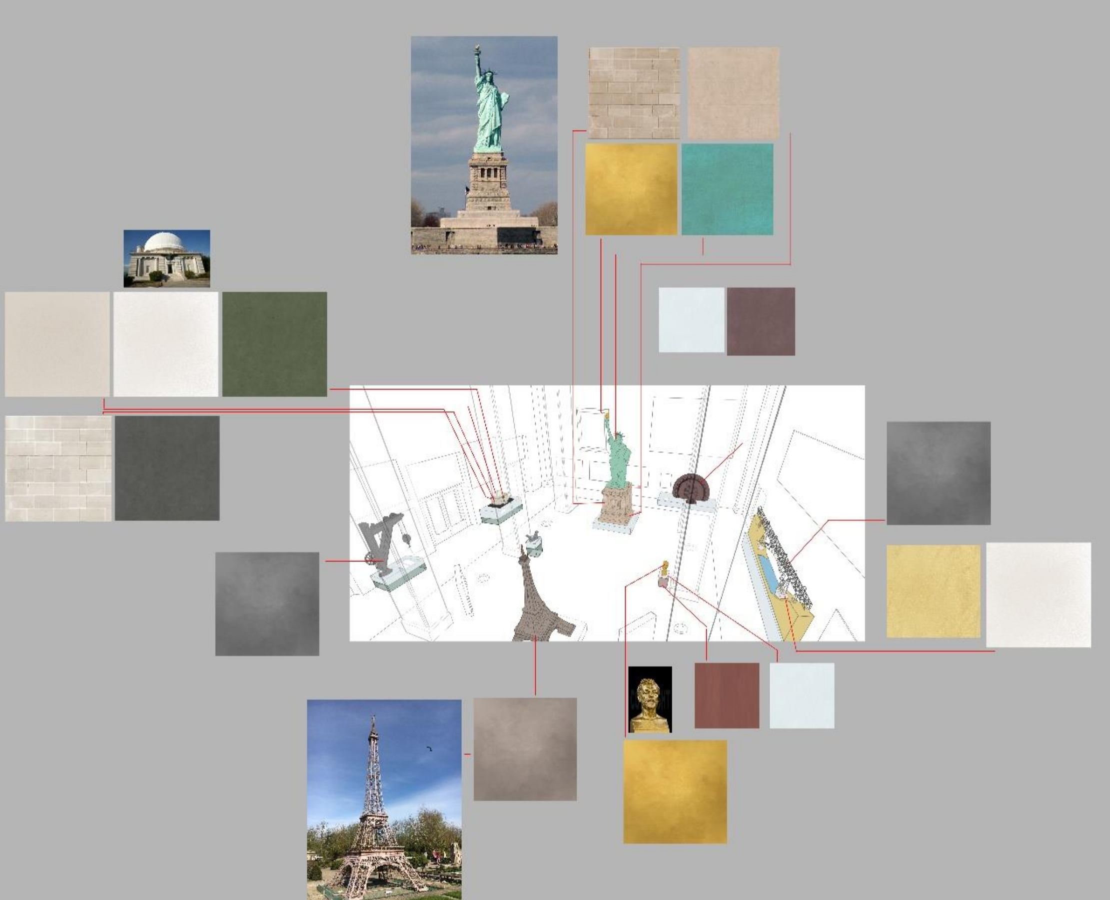
EIFFEL
GALERIE
LAFAYETTE
COLONNES
DETRUITES
HALL
ZAG
Miraculous
World
10/01/2020
LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_GALERIE


EIFFEL
GALERIE
LAFAYETTE
COLONNES
DETRUITES
HALL
ZAG
Miraculous
World
17/01/2020
LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_EIFFEL_ROOM_REFERENCES

Please use LB3 327 BG009 MUSEUM NY HISTORICAL SOCIETY LAFAYETTE ROOM
and LB3_327_BG008_MUSEUM_NY_HISTORICAL_SOCIETY_MAIN_GALLERY
as texture and lighting Reference









Colonne a detruire

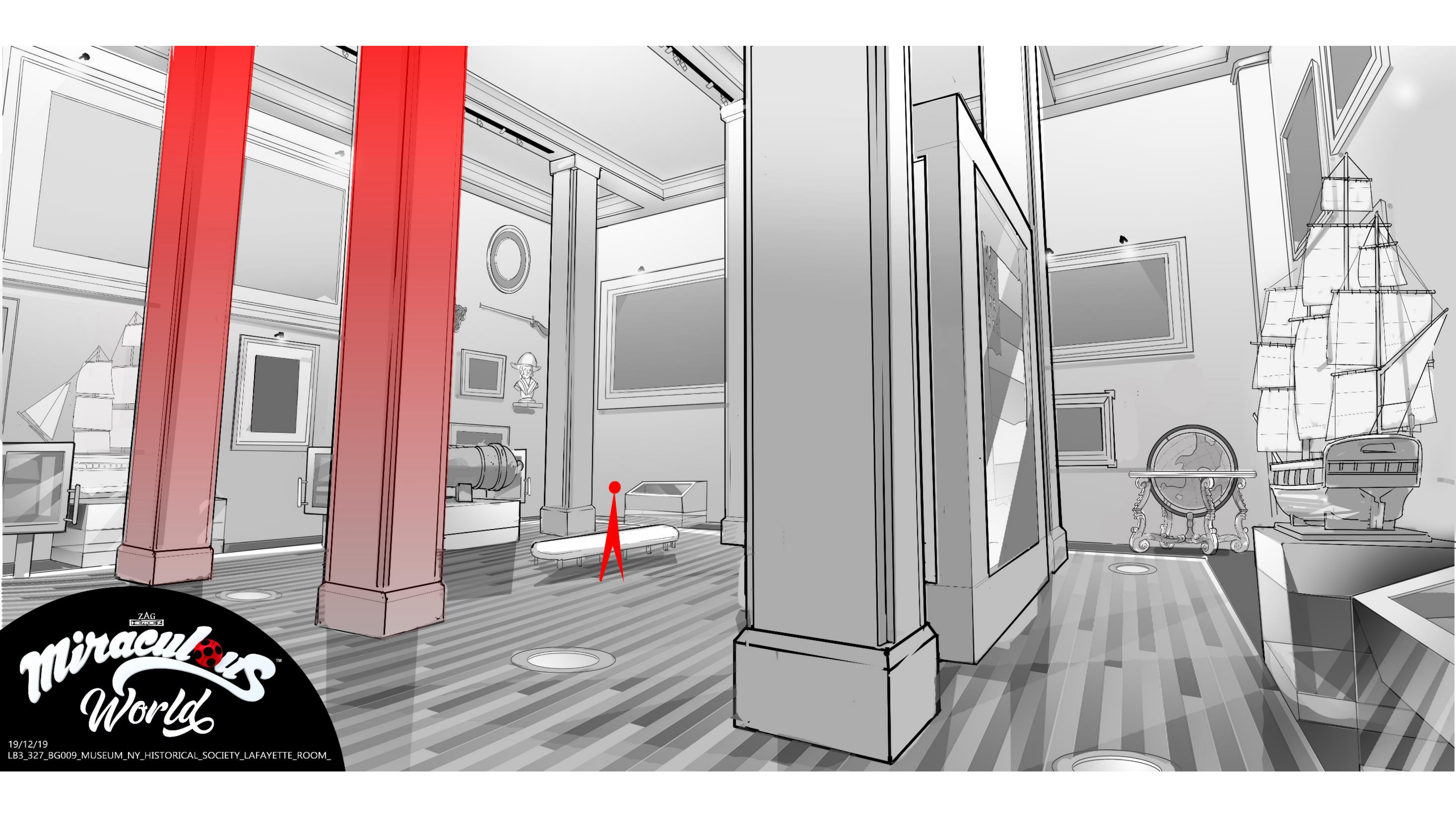
Sabre

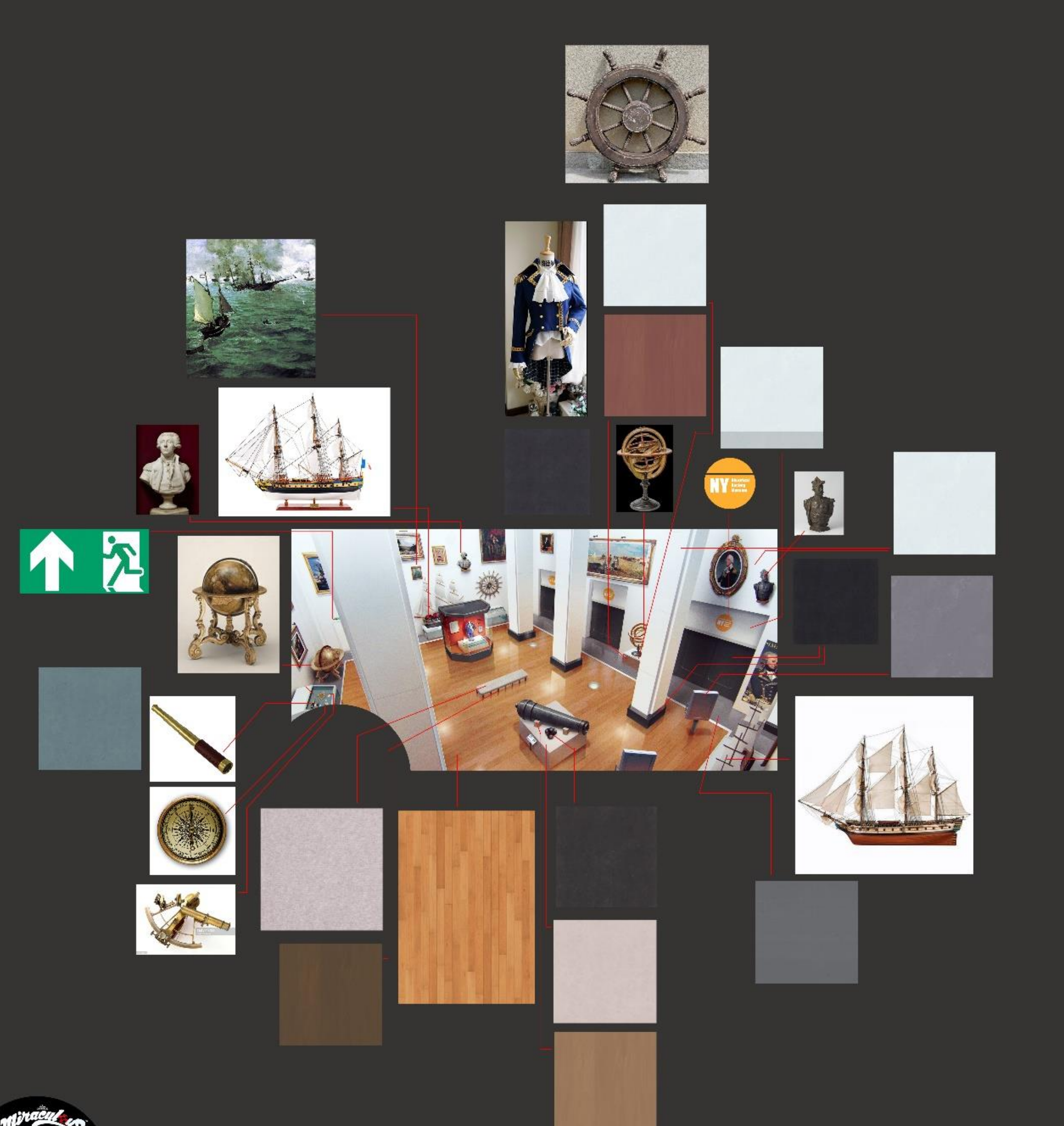
Collier

Gallerie

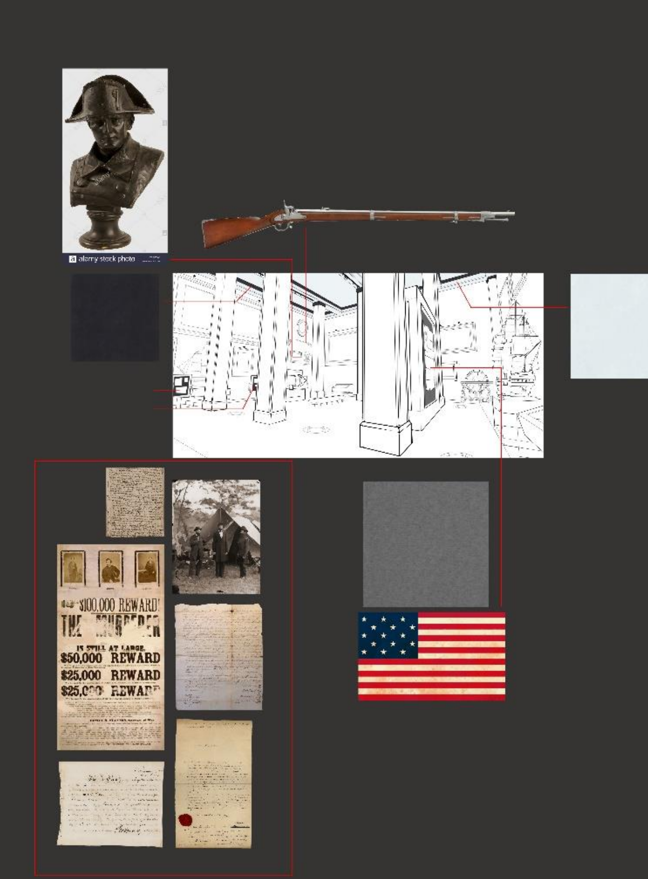


19/12/19
LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_LAFAYETTE_ROOM_


ZAG HEROEZ
Miraculous
World
19/12/19
LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_LAFAYETTE_ROOM_


NY




alamy stock photo
$100,000 REWARD
IS STILL AT LARGE.
$50,000 REWARD
$25,000 REWARD
$25,000 REWARD


Miraculous World

LB327 MUSEUM BATTLE SEQUENCE
CRUMBLES, IMPACTS & DEBRIS
LAFAYETTE ROOM

CRUMBLE
CONCRETE DEBRIS

WOODEN PLANK DEBRIS & CONCRETE DEBRIS

WOODEN DEBRIS
CONCRETE DEBRIS

IMPACT

IMPACT
CONCRETE DEBRIS

LB327 MUSEUM BATTLE SEQUENCE
CRUMBLES, IMPACTS & DEBRIS
LAFAYETTE ROOM

IMPACT
CONCRETE DEBRIS

LB3_327_FX058_BROKEN_DISPLAY_CASE

CRUMBLE
CONCRETE DEBRIS

CRUMBLE
CONCRETE DEBRIS

IMPACT
CONCRETE DEBRIS

IMPACT
CONCRETE DEBRIS



0-9/12/19
LB3_327_BG013_LAFAYETTE_HOTEL_EXT

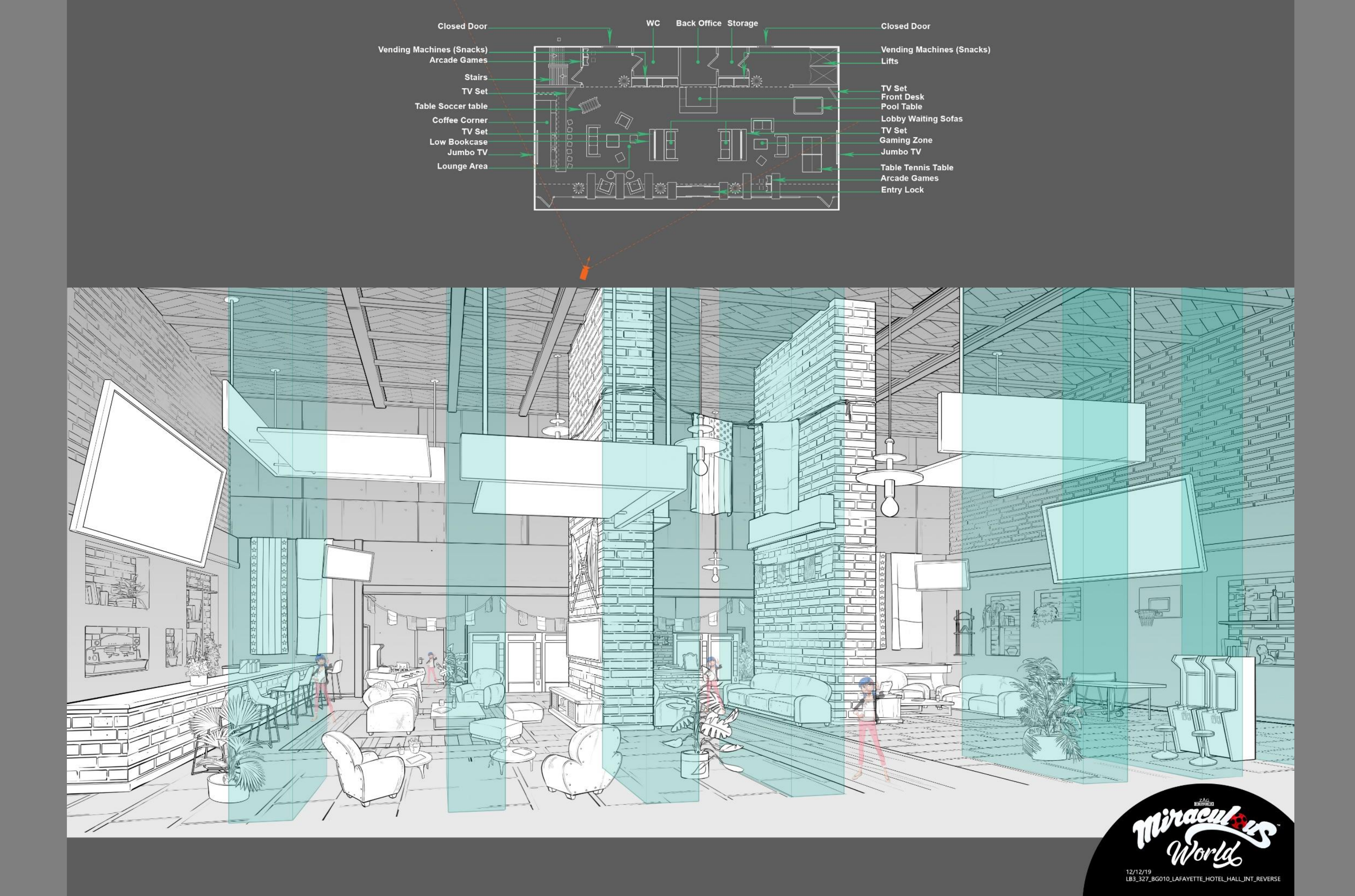

Miraculous World
06/12/19
LB3_327_BG013_LAFAYETTE_HOTEL_EXT

UPDATE

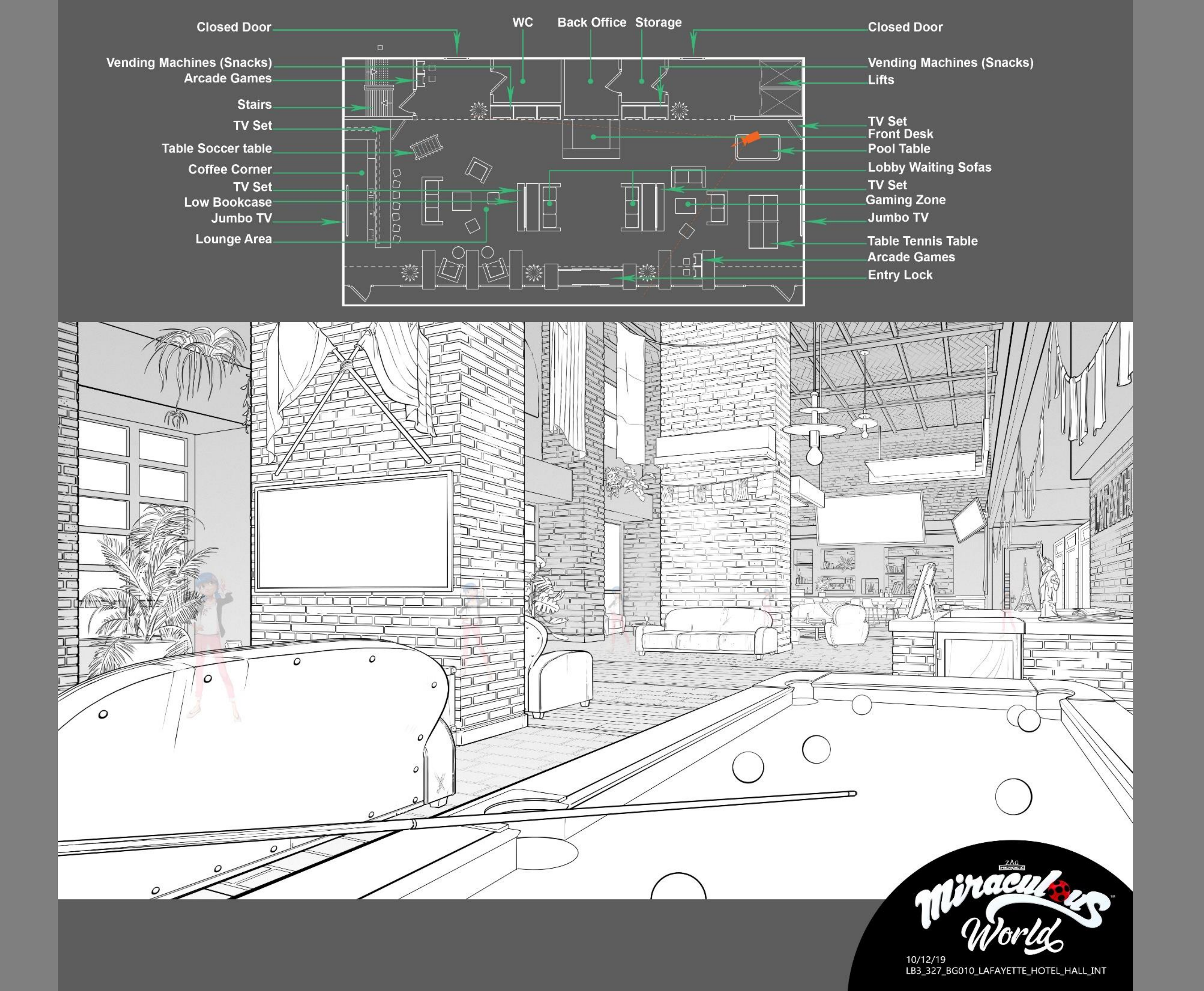


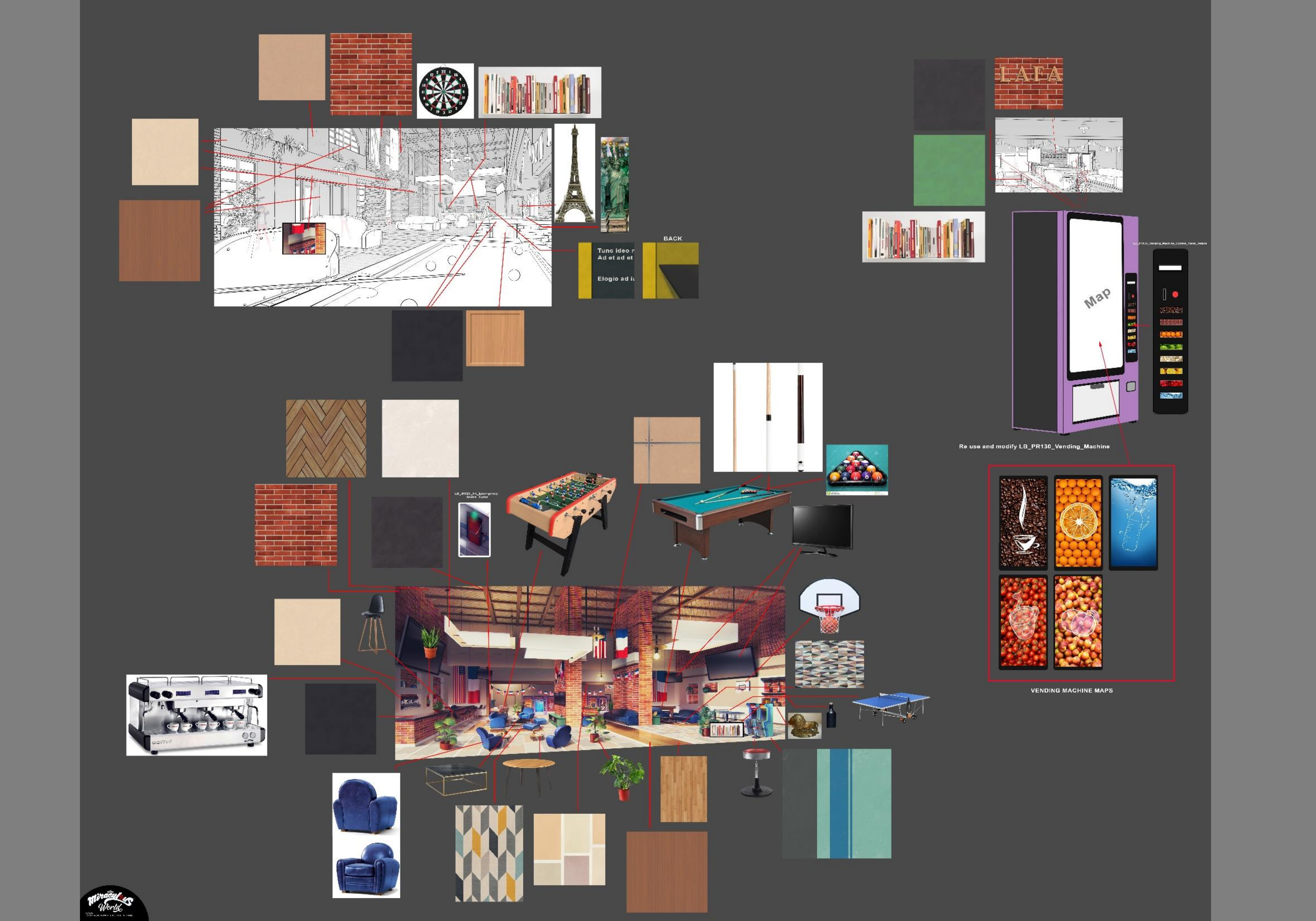

601
ZAG HEROEZ
miraculous World
07/01/20
LB3_327_BG011_LAFAYETTE_HOTEL_CORRIDORS_REVERSE


604
Book Antiqua Bold (+B)
REF : LB_BG25_Int_Emergency_Stairs_Details_Light_and_Exit_Signal
Miraculous
World
17/01/20
LB3_327_BG011_LAFAYETTE_HOTEL_CORRIDORS_TEXT_SAMPLES



Closed Door
WC
Back Office
Storage
Closed Door
Vending Machines (Snacks)
Arcade Games
Stairs
TV Set
Table Soccer table
Coffee Corner
TV Set
Low Bookcase
Jumbo TV
Lounge Area
Vending Machines (Snacks)
Lifts
TV Set
Front Desk
Pool Table
Lobby Waiting Sofas
TV Set
Gaming Zone
Jumbo TV
Table Tennis Table
Arcade Games
Entry Lock
Miraculous World
12/12/19
LB3_327_BG010_LAFAYETTE_HOTEL_HALL_INT_REVERSE


Closed Door
WC
Back Office
Storage
Closed Door
Vending Machines (Snacks)
Arcade Games
Stairs
TV Set
Table Soccer table
Coffee Corner
TV Set
Low Bookcase
Jumbo TV
Lounge Area
Vending Machines (Snacks)
Lifts
TV Set
Front Desk
Pool Table
Lobby Waiting Sofas
TV Set
Gaming Zone
Jumbo TV
Table Tennis Table
Arcade Games
Entry Lock
Miraculous World
10/12/19
LB3_327_BG010_LAFAYETTE_HOTEL_HALL_INT


BACK
Map
Re use and modify LB_PR130_Vending_Machine
VENDING MACHINE MAPS

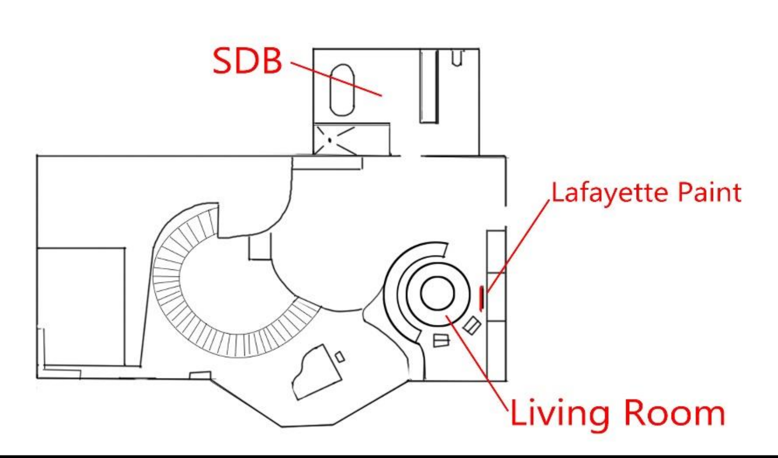

ZAG HEROEZ
Miraculous World
03/01/20
LB3_327_BG012_LAFAYETTE_HOTEL_ROOM_MARINETTE_REVERSE


ZAG
HEROEZ
Miraculous
World
31/12/19
LB3_327_BG012_LAFAYETTE_HOTEL_ROOM_MARINETTE


QUEENSBORO
ZAG
Miraculous World
16/01/20
LB3_327_BG012_LAFAYETTE_HOTEL_ROOM_MARINETTE_TEXT_SAMPLES


ZAG
HEROEZ
Miraculous
World
16/01/20
LB3_327_BG014_LAFAYETTE_HOTEL_ROOM_JESS_TEXT_SAMPLES

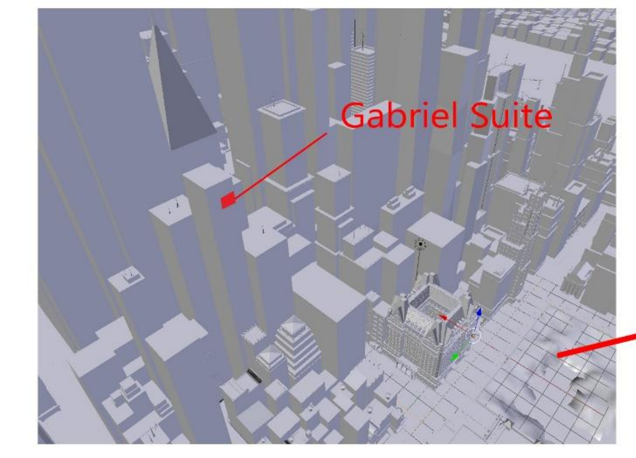


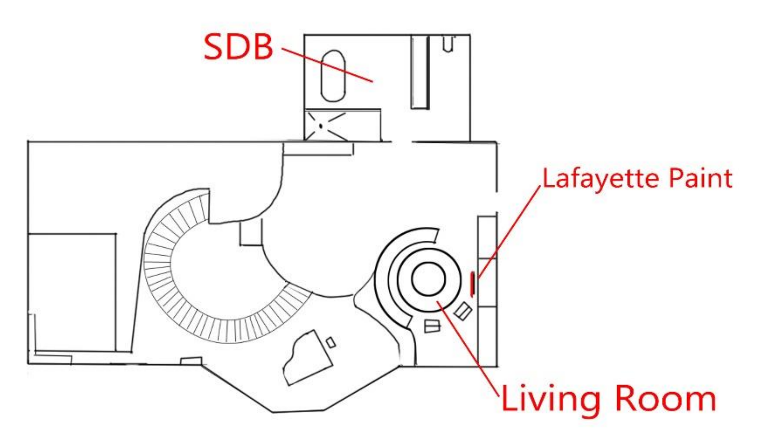


Miraculous World

18/11/19

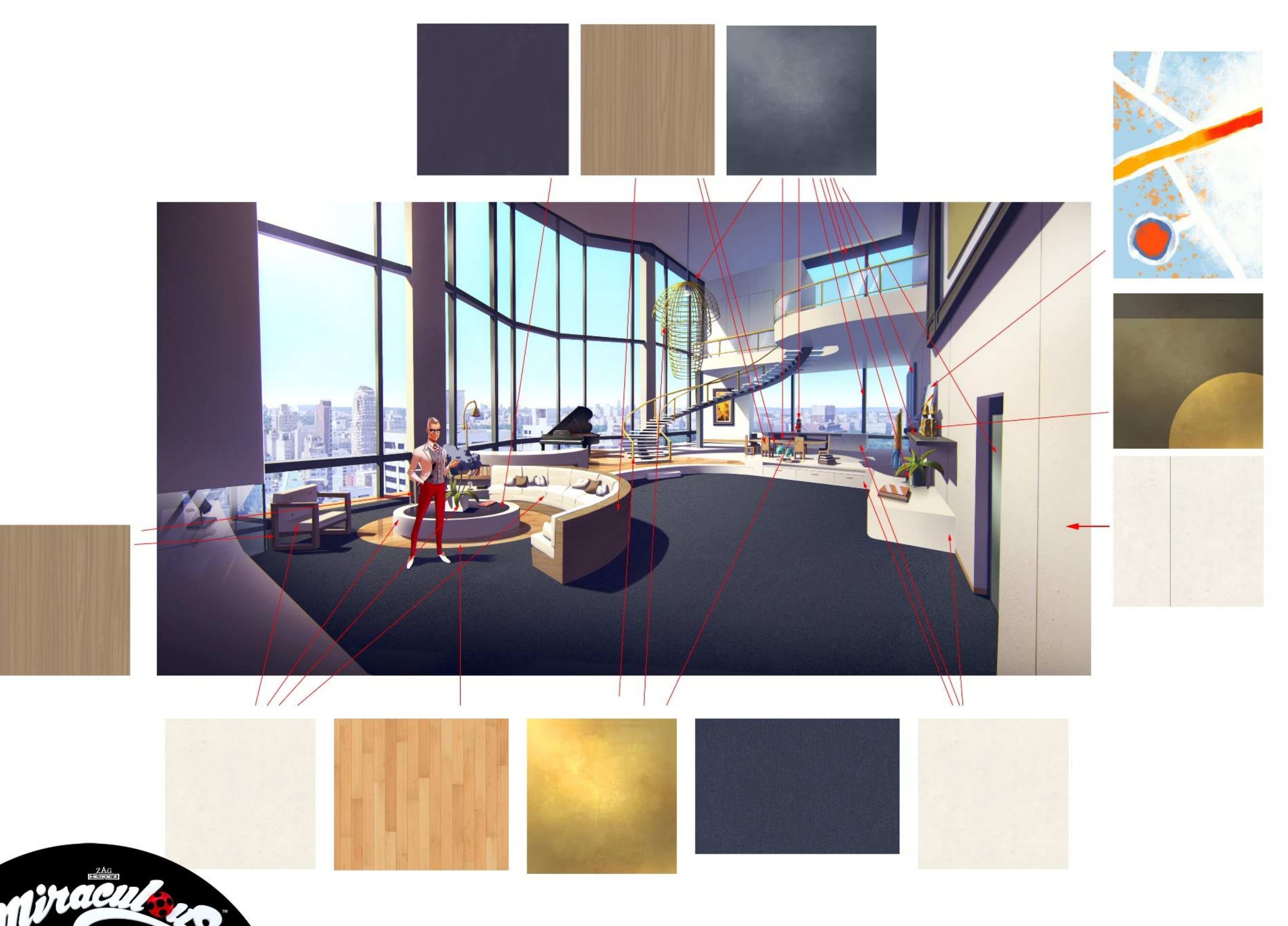
LB3_327_BG018_GABRIEL_HOTEL_SUITE_03





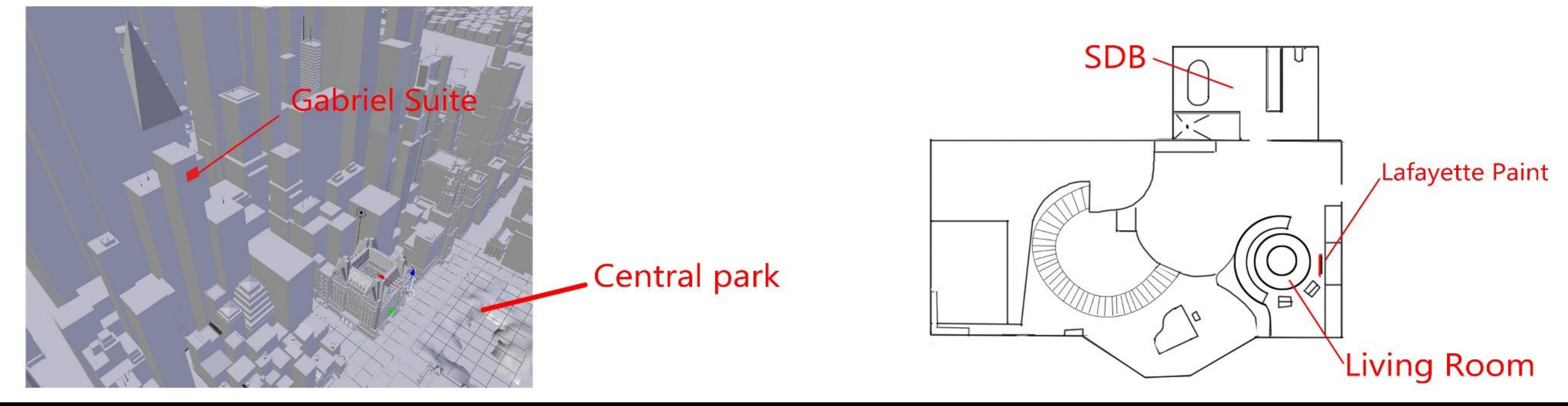
Miraculous World

18/11/19
LB3_327_BG018_GABRIEL_HOTEL_SUITE_02



Miraculous World

10/12/19
LB3_327_BG018_GABRIEL_HOTEL_SUITE_02

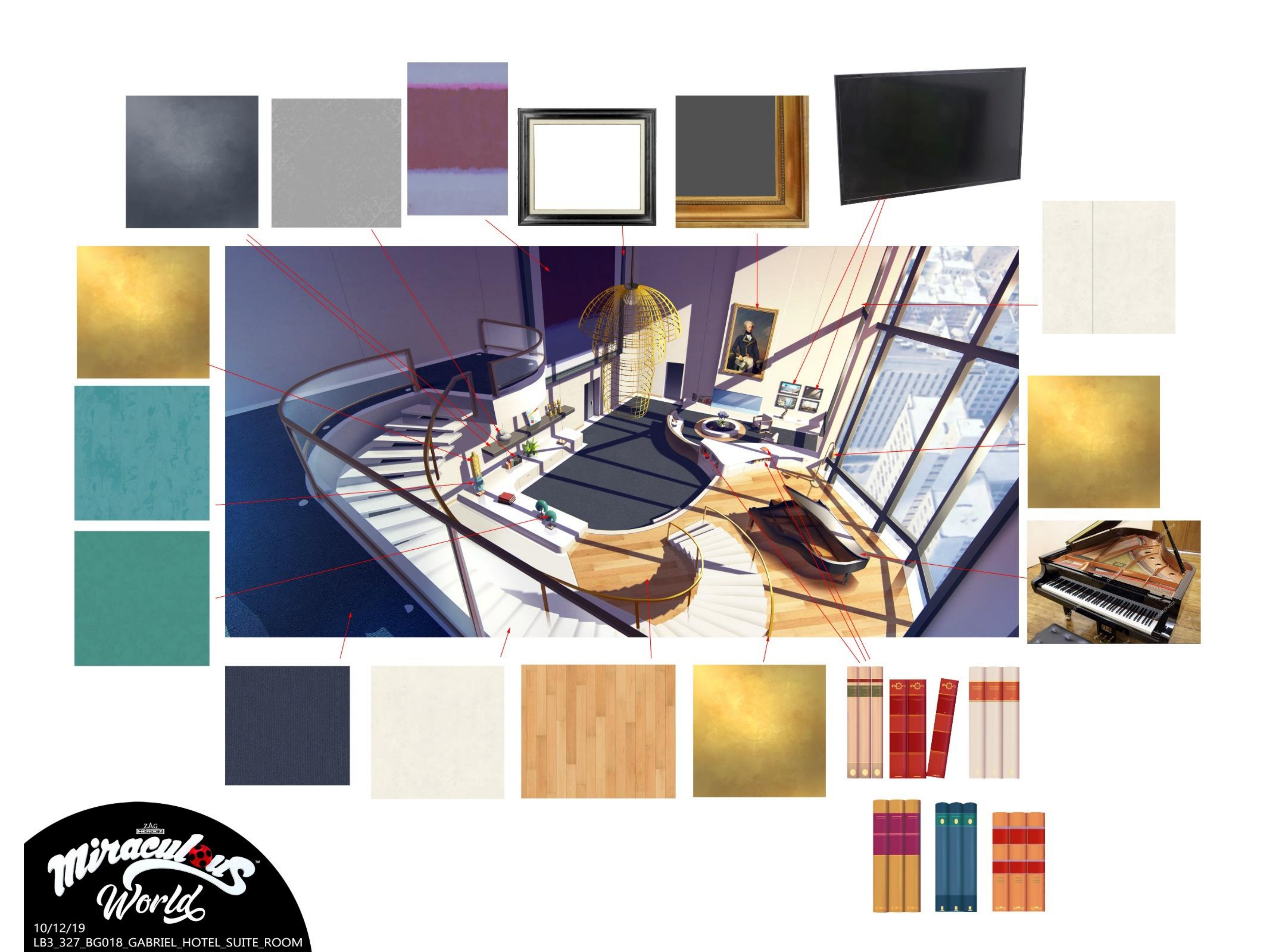


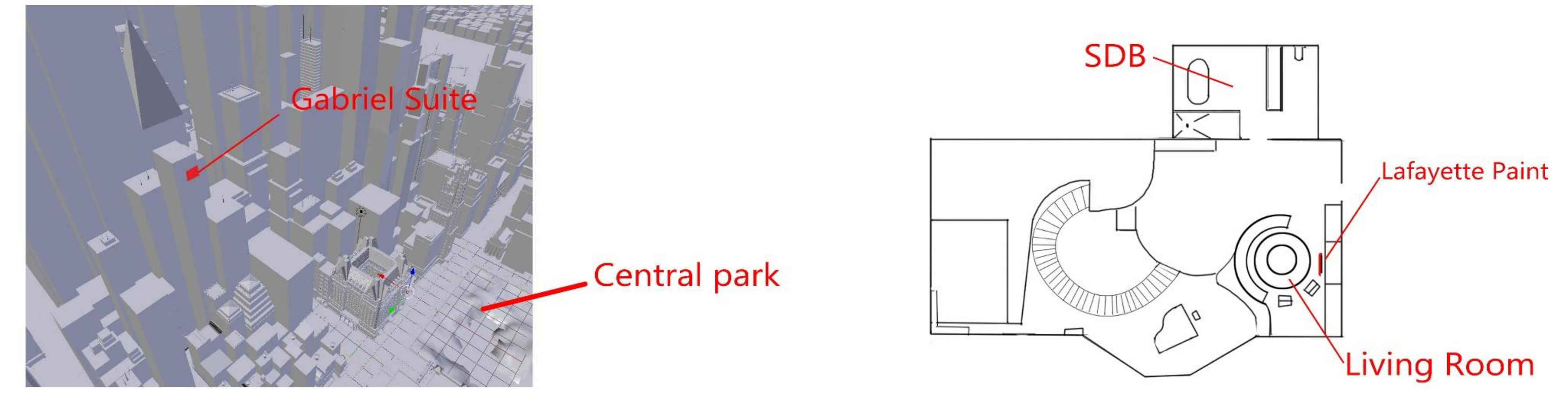
ZAG HEROEZ

Miraculous World

18/11/19

LB3_327_BG018_GABRIEL_HOTEL_SUITE_ROOM

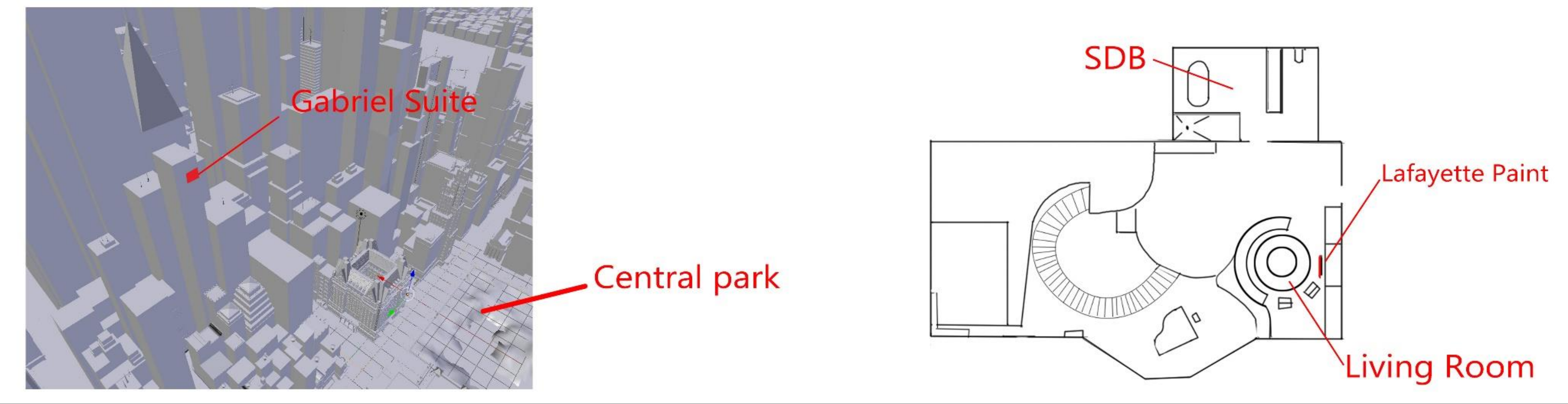

ZAG HEROEZ
Miraculous World
10/12/19
LB3_327_BG018_GABRIEL_HOTEL_SUITE_ROOM



Miraculous World

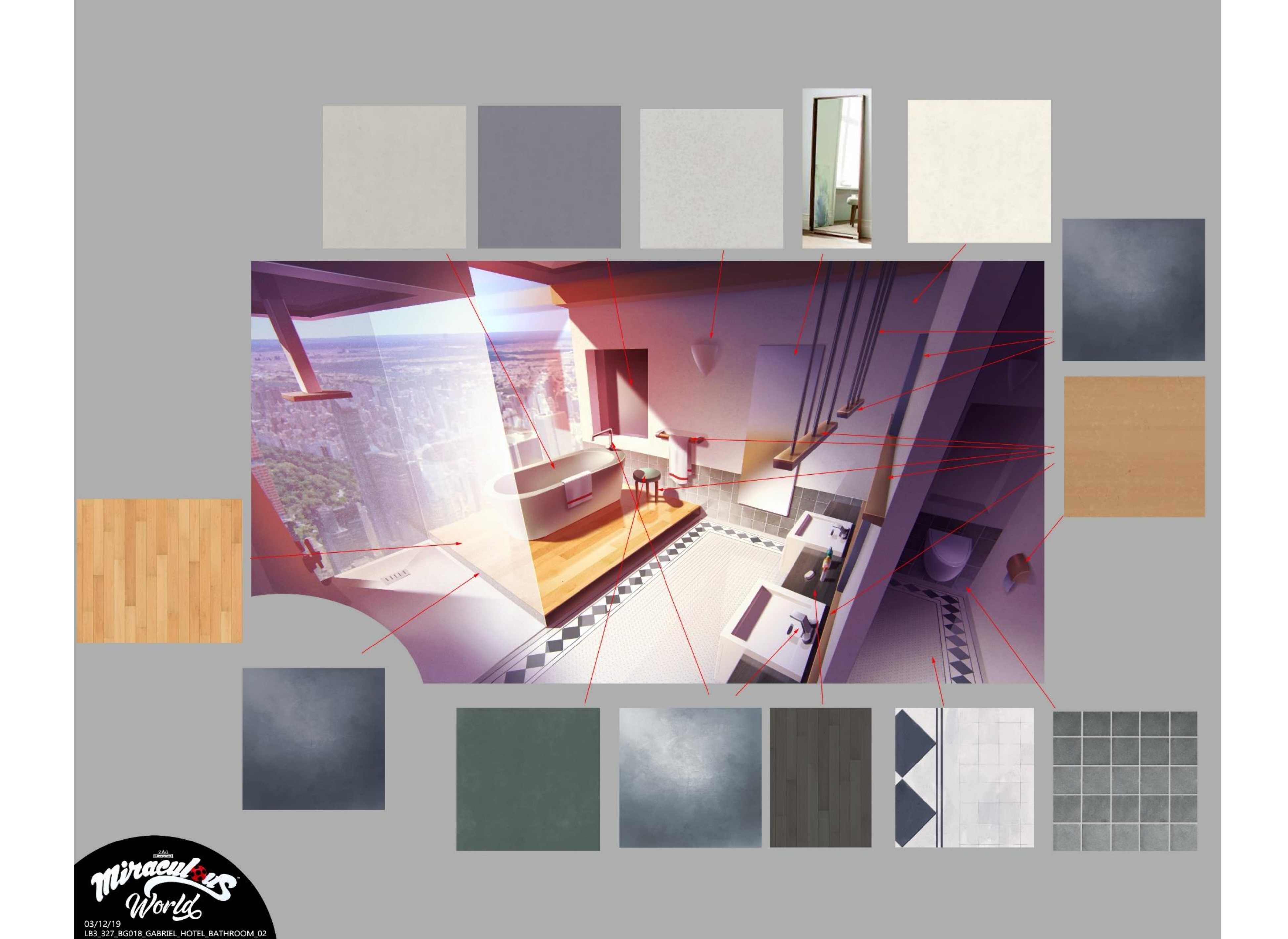
18/11/19
LB3_327_BG018_GABRIEL_HOTEL_BATHROOM_01


Miraculous World
03/12/19
LB3_327_BG018_GABRIEL_HOTEL_BATHROOM_01



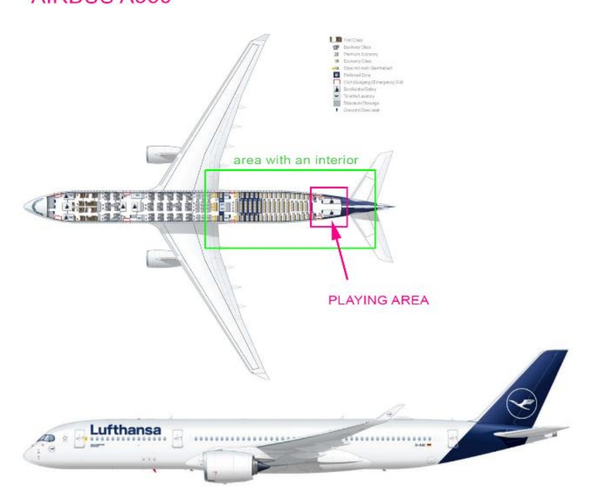
Miraculous World

18/11/19
LB3_327_BG018_GABRIEL_HOTEL_BATHROOM_02

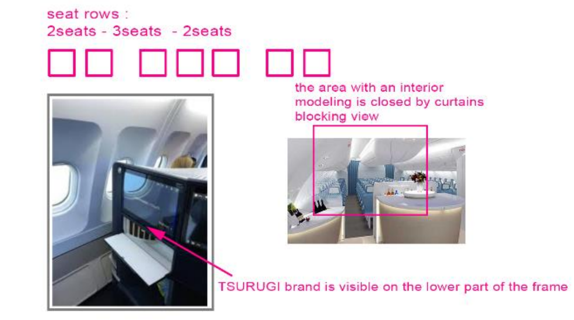

Miraculous
World
03/12/19
LB3_327_BG018_GABRIEL_HOTEL_BATHROOM_02

LB3_327_VE001_AIRPLANE

AIRBUS A350

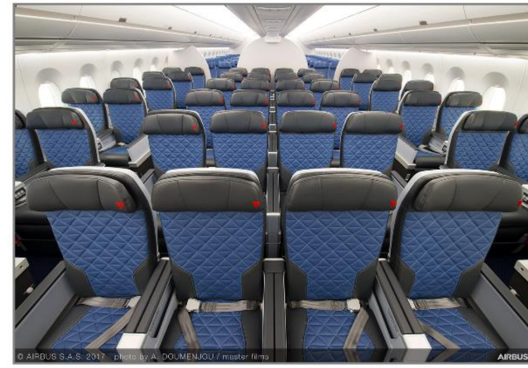


seat rows :
2seats - 3seats - 2seats

















a magazine is visible in the seatpocket



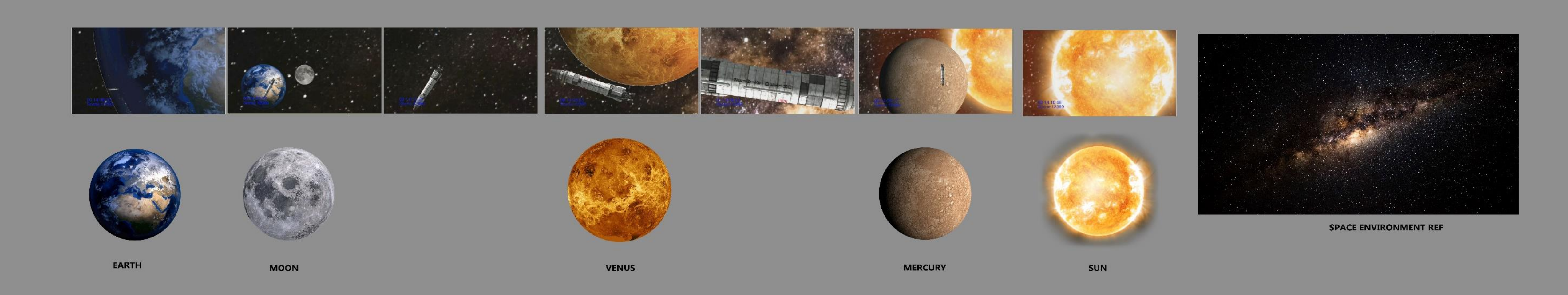


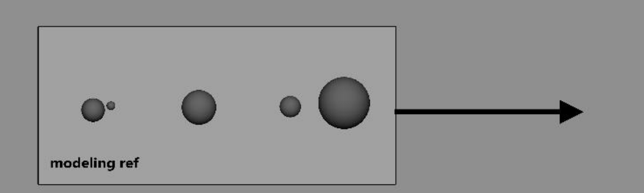
removable engine
(rippen off by a vilain during the flight)




BACK OF THE PLANE
TOILET
KIM
MAX
ALIX
NATH.
GORIL.
ADRIEN
ROSE
JULE.
SABR.
MYLE.
IVAN
ALYA
NINO.
MEND
DAMO.
FRONT OF THE PLANE
MARINETTE


view from afar visible craters
mid range view : rocks
00:07:30:00
Scene 10540
soil close range
Miraculous
World
20/05/28
LB3_327_BG034_MOON_SURFACE









20/05/27
LB3_327_BG037_SOLAR_SYSTEM

LB3_327_BG039_AVENUE_ABANDONNED_S_D shot10700

